

TERMINATOR® 3

RISE OF THE MACHINES™

Carbon Elements
Device Specifications
00A2 1402 VDM 2032
recorded.....
Cell Core...
Part C-01 reset value
function cell C061
01 02 03

ALL
HIDDEN
AREAS
REVEALED



primagames.com®

This game has received the following rating from the ESRB



AT&T
RI

TERMINATOR® 3

RISE OF THE MACHINES™

Prima's Official Strategy Guide

Greg Kramer

Prima Games
A Division of Random House, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2003 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Product Development Manager: Jennifer Crotteau
Senior Project Editor: Brooke N. Hall
Editorial Assistant: Kate Pastoor
Design & Layout: Derek Hocking and Simon Olney

Terminator® 3: Rise of the Machines™ © 2003 Atari, Inc. & IC Video LLC. All rights reserved. Developed by Black Ops Entertainment. Developed by Paradigm Entertainment. Terminator® used under license. TM © 2003 IMF Internationale Medien und Film GmbH & Co. 3 Produktions KG. All other Trademarks are the property of their respective owners. Manufactured and marketed by Atari, Inc. New York, NY.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Interactive Digital Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding licensing issues, please call the IDSA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4339-2

Library of Congress Catalog Card Number: 2003112663

Printed in the United States of America

CONTENTS

Introduction 2

Tactics and Techniques 3

Weapons 13

Humans and Machines: 19

A Guide to Friends and Foes

Walkthrough 24

Level 1: Tech-Com Base 24

Level 2: Tech-Com Base Sub-Level 30

Level 3: Tech-Com Base Perimeter 36

Level 4: Tech-Com Base Staging 40

Level 5: Tech-Com Base Staging Area Fight 45

Level 6: Downtown Los Angeles 46

Level 7: Hollywood 53

Level 8: The Valley 58

Level 9: Skynet Labs Perimeter 63

Level 10: Skynet Labs Level One 68

Level 11: Skynet Labs Level Two 74

Level 12: Skynet Labs Time Chamber 79

Level 13: Vet Hospital 80

Level 14: Crane Chase 83

Level 15: Downtown Los Angeles (Revisited) 84

Level 16: Mausoleum 91

Level 17: Cemetery 96

Level 18: CRS Headquarters—Labs 98

Level 19: CRS Headquarters—Offices 100

Level 20: CRS Headquarters—Bathroom 103

Level 21: CRS Airfield 105

Level 22: Crystal Peak 109

Cheats 110

Special Features 111

Acknowledgments

Hails of gratitude go out to everyone at Atari and Black Ops Entertainment that made this book possible: Peter Wyse, Jay Boone, John Polyhar, and James Haywood.

To my team at Prima who shared this book's unique historical moment, I am thankful as always: Jennifer Crotteau, Brooke Hall, Matt Sumpter, Kate Pastoor, Derek Hocking, Simon Olney, and Scott Carter.

TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE

INTRODUCTION

Welcome to the battle of man and machines. As the Terminator (model T-850), you'll travel through time—backward and forward—in the defense of mankind's future salvation: John Connor.

To accomplish this mission, you must understand what you can do, what you can't do, and how the world works. That's what we can provide. This book supplements the game's manual to offer assistance of all kinds and detail; from the general techniques of combat to the meticulous instructions of a walkthrough, whatever amount of help you desire can be found between these covers.

Guide to the Guide

This guide is organized into six chapters:

- **Chapter 1: Tactics and Techniques.** *Introduces you to the essential skills and knowledge necessary to understand the game from the beginning. Many skills will still require practice and experience to master, but you'll be able to get up and running faster knowing the things most players just discover gradually through trial and error.*
- **Chapter 2: Weapons.** *A statistical breakdown of the Terminator's arsenal of both modern and futuristic weaponry and pick-ups.*
- **Chapter 3: Characters.** *A directory of the characters you'll encounter in this story. It includes their statistical attributes and weapons preferences.*
- **Chapter 4: Walkthroughs.** *These walkthroughs are designed to serve a range of requirements. Maps give you the layout of the area and the location of essential items and power-ups. The headers for each level describe the level's objectives, what weapons can be found on it, and what enemies you'll encounter. The walkthrough itself describes the critical path through the game, along with all weapons and power-ups close to that path. Text boxes throughout the walkthroughs indicate when objectives are achieved and new ones assigned.*
- **Chapter 5: Special Features.** *How to unlock all of the game's special features.*
- **Chapter 6: Cheats**

A Note on the Manual

Your first source of information is the manual that came with the game; this guide is not meant to replace or repeat that resource. What we'll give you is the stuff that's *not* in the manual: the under-the-hood, behind-the-scenes, inside information.

Generally, information contained in the manual will not be repeated in this strategy guide except where clarity and ease of reference demand it.

Difficulty Levels

You have the choice of three difficulty levels: Easy, Medium, and Hard. Choose which one you want via the Options menu *before* starting a new game. If you don't select the level of difficulty, the game defaults to Medium.

Your choice of difficulty dictates three factors:

- **Enemy health:** *The greater the difficulty setting, the more health enemy units have, and the harder they are to defeat.*
- **Enemy shot accuracy:** *The greater the difficulty setting, the more accurate enemy shots are. Enemies on Hard miss less.*
- **Enemy shot frequency:** *The greater the difficulty setting, the more shots an enemy will fire.*



TACTICS AND TECHNIQUES

Learning to function as a powerful, heavily armed cybernetic killing machine may seem like a lot to absorb. Don't worry; with a little help and inside information, you should be up and terminating in no time.

NOTE Consult the game manual for the basics. Whenever possible we have avoided duplicating the information in that resource and provide only the stuff they didn't tell you. In some places, however, clarity and ease of reference require some repetition. We hope you'll find it helpful.

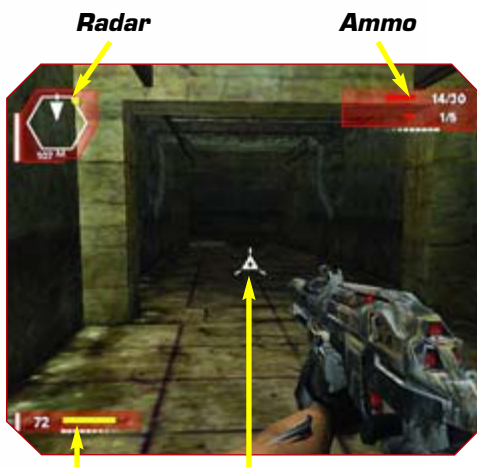
Heads-Up Displays (HUDs)

You can view the action three ways: Standard HUD, Infrared HUD, or Sniper Scope. Each has its own benefits, drawbacks, and unique features.

You will spend most of the game in Standard HUD, but it helps to know when to employ the other two vision modes.

To further assist you, here's a breakdown of each view in detail that includes stuff they don't tell you in the game manual.

Standard HUD



The Standard HUD shows all basic information and has the clearest, most uncluttered view of the action.

The Standard HUD is your default and, ideally, primary lens through which to view the game. Except for several specialized circumstances, most of your combat and navigation should be done in this view.

To use this very straightforward view to its greatest advantage, you must understand what it tells you.

Charge

The charge display (lower left) shows your current "health." Charge (or "Power") is depleted by damage and replenished by Power Cells found throughout the game.

Note that each Power Cell contains 50, 75, or 100 points of Charge, so using one when your Charge is greater than 50 is a bit of a waste. To maximize its benefit, try to wait until you need it before picking one up.



Some Power Cells, by the way, respawn at their same original locations, meaning you can pick one up and come back later to find it in the same place. This gives you a refueling station you can go back to again and again.

Ammo

The upper-right indicator shows, graphically and numerically, the amount of ammo in your currently loaded weapon clip. It also displays the total amount of ammunition in your possession.

Ammo count is shown as the current amount in your clip and the amount of ammunition carried separated by a slash, such as 7/100. When a clip is emptied, it must be reloaded. Reloading can happen automatically whenever a clip reaches zero, or you can reload manually at any time by pressing the Reload button.

TIP It's always a good idea to reload before a big battle even if your clip still contains shots. Although wasteful, few things are worse than having to stop in the midst of a firefight to reload; you'll be either fatally exposed and unable to shoot, or you'll be forced to duck behind cover while you pop a new clip into your weapon. Neither option is ideal.

When a weapon has a secondary fire mode that uses a different ammo type (such as grenades) than primary fire mode, secondary ammo count is shown below the primary ammo count.

Radar

Your radar display numerically and graphically shows the direction and proximity of your selected objective.

NOTE When you have more than one active objective, pressing the Display Mission Objectives button cycles between them. The yellow indicator in your radar changes as well to reflect the currently displayed objective.

The direction of the objective is indicated by a small yellow dot near the perimeter of the radar display. Your current heading is represented by the white cone that always faces up.

The distance to the objective is shown in two ways. The actual distance is numerically displayed below the radar in meters. Also, as you approach an objective, the three rings inside the radar display illuminate as you cross various distance thresholds:

- **Outer ring: 50 meters**
- **Middle ring: 25 meters**
- **Inner ring: 15 meters**

This feature lets you determine how much distance remains between you and your objective without looking at the actual number below the radar.

TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE

Weapon Reticle

The look of the weapon reticle is particular to each individual weapon, but it's always located in the center of your view.



The weapon reticle changes with each weapon, but all thrown weapons have the small stack of lights down the right-hand side to indicate the strength of your throw. The more lights, the farther the grenade will be tossed.

Generally, the reticle serves as a crosshair, showing where you shots will go. Sometimes, however, the reticle tells you more. With throwing weapons, for example, the longer you hold the fire button, the farther the explosive will be thrown. The strength of this throw is shown on a vertical stack of lights to the right of the reticle. This same display feature is used for weapons that can load multicharge shots when you hold the fire button (such as the Skynet Assault Cannon).



Mission Objectives/Status Updates

New mission objectives, updates to mission status, and other important messages pop up in the top-center of the screen.



This display shows important messages regarding your objectives.

You can review your current objectives any time by pressing the Display Mission Objectives button. Press the directional pad up and down to scroll through all active Objectives. Switching Objectives will change the bearings on the Radar to reflect the direction and distance to whichever objective is being viewed.

Pickup Information



Pick-up information is shown temporarily in the top-center of the screen.

Whenever you pick up an item, a quick read-out of its identity is displayed in the top-center of the screen.

Target Indicators

If an indicator pops up around a person or object, you can tell what it is by the indicator's color:



Color coding tells you what you're looking at.

- **Red:** hostile
- **Blue:** ally
- **Yellow:** interactive object (shoot, approach, or press Use Object button)

Damage Direction



Red triangles around the edges of your screen show you which direction damage is coming from. Here it's from behind.

Whenever you suffer damage, a red triangle appears along the side of the screen from which the attack came. Note that the top of the screen means the assault came from dead ahead, whereas the bottom edge indicates damage from behind. Right and left alert you to attacks from the flanks.

Infrared HUD (a.k.a. Terminator Vision)

Access the Infrared HUD by pressing the Cycle Vision Modes button. Pressing it again returns you to Standard HUD.

Weapon Inventory/ Ammunition/ Position Data

Target Data/ Weakness Analysis



System Data

Compass

Infrared HUD

The Infrared HUD provides more information but is a bit more visually cluttered. Understanding the information on it and when to use it are essential, because you probably won't want it turned on all the time.

Benefits of Infrared View

- Enhances sight in dark or steamy places
- Doubles standard zoom level
- Shows total ammunition counts
- Shows complete weapon inventory
- Automatic target identification and weakness analysis
- Highlights pick-ups, interactive objects, and destructible objects

Compass

Across the top of the screen is a compass that numerically shows what direction you're heading. You can also look on your Map Screen to find the same information, but that requires you to exit the action.

Also on the compass is a circular indicator showing the direction of the selected objective.

Weapon Inventory/Ammunition/ Position Data

In the upper left, you'll see a cycling read-out showing:

- **Current weapon inventory:** Full list of weapons in your possession. The list can take several cycles to show everything if you have a full armory.
- **Ammunition counts:** shows number of Plasma Charges/Bullets, Grenades, Rockets, and Energy.
- **Position:** Shows heading (same as on the compass) and your X Y coordinates.

One of the most important of these pages is the complete ammunition count, because Infrared HUD view is the only source for this information. Check it often to see where you stand ammunition-wise. It also enhances your vision in dark or steamy areas.

NOTE
Plasma Charges are used in a variety of different weapons as the primary ammunition. Plasma Grenades do double duty and can be used as grenades or converted to the secondary explosive ammunition on a variety of weapons. Energy is used to charge special weapons.

System Data

Found in the lower left, the System Data shows your current Power (health) and your currently armed weapon. The latter can be useful until you learn to recognize your weapons by sight.

System Data also shows the ammunition counts in your current weapon. This is the same as the Ammo Count in the Standard HUD.



You can get closer to the action with Infrared HUD.

Finally, you'll find your zoom level here. One of the best features of Infrared HUD view is its increased zoom level. In Standard HUD, you can zoom only up to 4x (four times normal). In Infrared HUD, you can zoom up to 8x.



TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE

Target Finder



The target finder has analyzed an enemy. Note the white triangles that indicate a target lock.

Your target finder automatically selects the nearest ally, hostile, destructible object, interactive object, or pick-up and surrounds it with an indicator. An analysis of the currently selected target appears in the Target Data and Weakness Analysis readouts described shortly

TIP
The best use for the target finder is location of pick-ups. Because the target finder can spot items from far away and even when your view of them is partially obscured, it makes it very easy to recon an area for pick-ups.

The target indicator appears as an expandable octagon around the currently selected object. One downside to the infrared view is that this target finder doesn't visually tell you what kind of thing you're looking at; it's the same shape for a hostile and an ally and a Power Cell. To learn more, you must read the Target Data, which can be tough to do in the heat of battle.

There are two exceptions when the Target indicator will change appearance.

When you lock onto a hostile target, the indicator does change somewhat by adding three white triangles to indicate a target lock.

Also, when the indicator falls on an interactive object, it will change from white to yellow.

Target Data/Weakness Analysis

A lot of information is provided by this function, but only a bit of it is useful. A few seconds after acquiring a target, the Target Data will identify whether it's "Hostile" or "Ally" and whether it's "Human," "Machine," or "Inanimate Object."

CAUTION
Don't count on the Target Data for identifying what to shoot. The readout takes a second or two to pop up; in battle, that means you'll take at least a couple shots of damage in the meantime.

Sniper Scope



Sniper Scope view comes up only when you have the Sniper Cannon and press the secondary fire button. Note that the target reticle goes red when you have a target lock.

To activate the Sniper Scope view, arm the Sniper Cannon and press the secondary fire button. The crucial benefit of this view is its ultrahigh zoom level: up to 16x. So, if you really need to peer into the distance—even if you don't plan to fire the weapon—use the Sniper Scope.

Other Sources of Mission Info

Other than what you see in your HUD, you can use other resources to find information about your objectives and location.

Map Screen



The Map Screen gives you the clearest indication of your current position and direction.

Access the Map Screen by pressing the Pause button and selecting Map Screen from the menu.

In this view, you can see your current position and, almost as important, the direction you're currently facing (up is always north).

NOTE
In the Map Screen, up is always north. This is important when reading the walkthroughs in this guide. The compass directions used in the walkthroughs presume north to be up, south down, west left, and east right.

Another piece of information you can get from the Map Screen is the location of your objectives. Objectives are represented by yellow dots when they're not completed and red checkmarks when they're completed. If you have multiple objectives, pressing the Display Mission Objectives button will cycle through them and show the location of each.

Mission Objectives



Mission objectives can be seen in detail via the Pause menu.

Also accessible from the Pause menu is a list of your current and completed objectives. Select "Mission Objectives" from the menu to review the list.

NOTE

Note that the Mission Objectives lists and descriptions also appear verbatim in the walkthroughs.

Interacting

Throughout the game, you must interact with several objects to proceed. These things include switches, computer terminals, and gun turrets. Such interactive objects are always highlighted with a yellow indicator in Standard and Infrared HUD views.

There are three possible ways to interact with such an object:

1. **Approach it.**
2. **Approach it and press the Use Object button.**
3. **Shoot it.**

The walkthroughs specify what you should do with each. When in doubt, however, try each method of interaction in this order.

Weapons Combat Technique

The vast majority of combat will happen with a weapon in your hands. But there is more to success than pointing in the right direction and holding the trigger. This section describes all you need to know to stay alive and drop as many of the other guys as possible.

Moving

All moving is done at a fast walk; Terminators don't hurry. Still, moving effectively is an important and, at times, lifesaving skill.

All movement is controlled with the Left Analog Stick. This control commands forward and backward motion and strafing (or sidestepping) left and right.

Turning is achieved with the Right Analog Stick. This control makes you pivot on the spot and look up and down. Use this control for aiming and in combination with the Left Analog Stick for full mobility.

About-Face

To turn around quickly, depress the Right Analog stick twice. This snaps your view around 180 degrees in an instant—much faster than turning the normal way.

Jumping



You'll need to jump the gap to get to those pick-ups.

To jump straight up, press the Jump button. If you want to jump in a certain direction, hold the Left Analog stick and begin moving before you press the Jump button.

Aiming

There are two ways to aim: manually and automatically.

Manual aiming is done by positioning the target reticle with the Right Analog Stick. Whatever the reticle covers is your target. When you want to fire at inanimate objects or anything that isn't a hostile (such as exploding barrels), use this method.

Automatic aiming is more effective in combat. Holding down the Target Lock button fixes the target reticle onto the

closest hostile. As long as you hold that button, the reticle and your line of sight will always be more-or-less centered on that target until you release the button or the hostile is defeated.

To acquire a new target, release the Target Lock button and hold it again. If no other hostiles are in range, nothing will happen.

Strafing

The old rule is still a good one: A moving target is harder to hit. You should never stand still when in combat.



Circle strafing involves keeping your sights on the target while moving sideways. The result: a circling maneuver that's extremely effective.

TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE

One of the most effective fighting techniques is called "circle strafing." This method requires you to center your view on your target and move sideways around it, adjusting your view as you turn to keep it in sight and under fire.

The Target Lock button makes this technique easier. Hold the Target Lock button and move your Left Analog Stick right or left to run a deadly circle around your enemy. This makes him/it an easy target and you a hard one.

Using Cover



Discretion is, as they say, the better part of valor. Take a few shots and duck behind cover to conserve your precious Power.

It's a really bad idea to stand out in the open, firing your weapon and absorbing the hits of any enemy that can see you. You won't last very long.

Instead, use the ample cover provided in the various environments to shield yourself from fire, peek out to get off

a few choice rounds, and duck back to safety before the enemy can return the favor.

However, many environmental elements in the game can be destroyed by intense weapons fire. Using one of these objects as cover can be risky, because the longer you stay behind it, the more damage it's going to take, and the more likely it will blow up, leaving you exposed.

Reloading

Weapons must be reloaded when their clips run out of ammunition. To reload, press the Reload button.



Never reload in the open when in combat. Always take cover until ready to fire.

For some weapons this process can be painfully slow, especially in a heavy firefight.

You can minimize the dangers of reloading by using two techniques: preemptive reloading and reloading behind cover.

Preemptive reloading is when you reload your weapon in anticipation of a battle to come. For example, just before barging through a door, toss out your partly spent clip in favor of a fully loaded one that'll last longer. It does waste some valuable ammo but, when used smartly, it saves even more valuable health.

Reloading behind cover means never ever reloading in the open. Because you can't fire while reloading (obviously!), you're a sitting duck if you just stand

there jamming a new clip into your weapon. Instead, the instant you see the reloading animation begin, dash or sidestep behind the nearest cover. When the gun is locked and loaded, jump out and resume the mayhem.

Hidden Objects and Secret Areas

Throughout the levels, many power-ups are hidden under or behind destructible objects or even inside walls. The walk-throughs alert you to these objects, but it's a good practice to explore your environment thoroughly by beating up on destructible objects.



Sometimes, walls and destructible objects hide precious secrets.

Infrared view highlights anything destructible in the environment, so get in the habit of turning it on after a skirmish and thoroughly exploring the area.

TIP



Infrared HUD illuminates pick-ups you might otherwise miss.

Because blasting everything in sight is a waste of ammo, using your bare hands is probably a better option if you're dedicated to shattering everything you see.

Hand-to-Hand Combat

Four of the game's 22 levels involve one-on-one hand-to-hand combat rather than run-and-gun fighting. These levels require a totally different control set and specialized techniques more typical of fighting games than action shooters.

Moving

You move around the fighting arena by using the Left Analog Stick:

- **Toward enemy:** advance
- **Away from enemy:** retreat
- **Down:** sidestep toward the camera
- **Up:** sidestep away from the camera



A good dive out of the way of a ranged attack will keep you alive. Learn to use the movement controls both offensively and defensively.

TIP
When faced with the T-X's projectile attack, the best defense is to dive out of the way. As the attack launches, move the Left Analog Stick up or down, and the T-850 will take evasive action.

Blocking and Countering

To block an enemy attack, hold down the Block/Counter button just before the attack strikes. This diminishes the amount of damage you'll take.



Blocking is one of the most important skills you can learn.

A bit riskier but potentially more lethal is the counter, in which your enemy's attack is blocked and you put on your own move in return. To do this, tap the Block/Counter button just before the attack arrives. Unfortunately, if you time it wrong, you'll be wide open for retaliation, so use the counter judiciously.

Running

You may run at your opponent by pushing your Left Analog Stick toward your opponent twice; tap it toward, release, and hold it toward.



The run-and-shove requires timing, but it really knocks 'em off their feet.

It requires tricky timing, but you can do a special shove at the end of a run by pressing the Punch button as you near your opponent.



TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE

Punching

You punch by pressing the Punch button. The kind of punch you do depends on if and which way you move the Left Analog Stick when you punch. A different Punch results from each direction.

Punches

Type	Xbox	PS2
Medium Punch	△	×
Quick Punch	left analog stick toward enemy+△	left analog stick toward enemy+×
Strong Punch	left analog stick away from enemy+△	left analog stick away from enemy+×
High Punch	left analog stick up+△	left analog stick up+×
Low Punch	left analog stick down+△	left analog stick down+×

Kicks

You perform a single kick by pressing the Kick button. Kicks are very effective, but are risky because they leave you open to counterattacks if you miss. Fortunately, kicks are hard to miss.



The double-kick has many uses.

A double-kick is an excellent way to get some distance between you and your opponent. Simply push the Kick button twice to boot your foe and then send it flying backward.

Shoves/Throws

As with Punches, the kind of throw you do depends on if and which way you hold the Left Analog Stick.



Use directional controls in conjunction with the Shove/Throw button to do some impressive basic moves.

Shoves and throws are the hardest basic moves to land, and they leave you very vulnerable to counterattack. The best time to use them is *after* a kick or punch or just after your opponent misses a Shove/Throw on you.

Shoves/Throws

Type	Xbox	PS2
Throw Forward	Ⓔ	×
Hard Throw Forward	left analog stick toward enemy+Ⓔ	left analog stick toward enemy+●
Overhead Throw	left analog stick away from enemy+Ⓔ	left analog stick away from enemy+●
Sideways Shoulder Throw	left analog stick up+Ⓔ	left analog stick up+●
Throw Down	left analog stick down+Ⓔ	left analog stick down+●

Combos

You can combine punches, kicks, and throws to perform several very effective two- and three-hit combinations. Each button combo has five variations based on if and which way you hold the Left Analog Stick.



You won't win many fights unless you can utilize combos like this. The more damage you can do with each attack, the faster victory will come.



Two Hit Combos

Combo	Xbox	PS2
Medium Punch Combo	Ⓐ, Ⓐ	×, ×
Quick Punch Combo	left analog stick toward enemy+Ⓐ, Ⓐ	left analog stick toward enemy+×, ×
Strong Punch Combo	left analog stick away from enemy+Ⓐ, Ⓐ	left analog stick away from enemy+×, ×
High Punch Combo	left analog stick up+Ⓐ, Ⓐ	left analog stick up+×, ×
Low Punch Combo	left analog stick down+Ⓐ, Ⓐ	left analog stick down+×, ×
Medium Punch with Leg Shove	Ⓐ, Ⓢ	×, ▲
Quick Punch with Leg Shove	left analog stick toward enemy+Ⓐ, Ⓢ	left analog stick toward enemy+×, ▲
Strong Punch with Double Knee	left analog stick away from enemy+Ⓐ, Ⓢ	left analog stick away from enemy+×, ▲
High Punch with Double Knee	left analog stick up+Ⓐ, Ⓢ	left analog stick up+×, ▲
Low Punch with Double Knee	left analog stick down+Ⓐ, Ⓢ	left analog stick down+×, ▲
Medium Punch with Throw Forward	Ⓐ, Ⓔ	×, ●
Quick Punch with Hard Throw Forward	left analog stick toward enemy+Ⓐ, Ⓔ	left analog stick toward enemy+×, ●
Strong Punch with Overhead Throw	left analog stick away from enemy+Ⓐ, Ⓔ	left analog stick away from enemy+×, ●
High Punch with Sideways Shoulder Throw	left analog stick up+Ⓐ, Ⓔ	left analog stick up+×, ●
Low Punch with Throw Down	left analog stick down+Ⓐ, Ⓔ	left analog stick down+×, ●
High Punch with Leg Shove	left analog stick up+Ⓐ, Ⓢ	left analog stick up+×, ▲
Low Punch with Leg Shove	left analog stick down+Ⓐ, Ⓢ	left analog stick down+×, ▲
Medium Punch Followed by Special Attack	Ⓐ, Ⓔ	×, ●
Quick Punch Followed by Special Attack	left analog stick toward enemy + Ⓐ, Ⓔ	left analog stick toward enemy + ×, ●
Low Punch Followed by Special Attack (vs. Infiltrator only)	left analog stick down+Ⓐ, Ⓔ	left analog stick down+×, ●

TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE

Three Hit Combos

Combo	Xbox	PS2
Medium Punch Three-Hit Combo	A,A,A	X,X,X
Quick Punch Three-Hit Combo	left analog stick toward enemy+ A,A,A	left analog stick toward enemy+ X,X,X
Strong Punch Three-Hit Combo	left analog stick away from enemy+ A,A,A	left analog stick away from enemy+ X,X,X
High Punch Three-Hit Combo	left analog stick up+A,A,A	left analog stick up+X,X,X
Low Punch Three-Hit Combo	left analog stick down+A,A,A	left analog stick down+X,X,X
Medium Punch Two-Hit Combo	A,A,V	X,X,▲
Quick Punch Two-Hit Combo	left analog stick toward enemy+ A,A,V	left analog stick toward enemy+ X,X,▲
Strong Punch Two-Hit Combo	left analog stick away from enemy+ A,A,V	left analog stick away from enemy+ X,X,▲
High Punch Two-Hit Combo	left analog stick up+A,A,V	left analog stick up+X,X,▲
Low Punch Two-Hit Combo	left analog stick down+A,A,V	left analog stick down+X,X,▲
Medium Punch Two-Hit Combo 2	A,A,B	X,X,●
Quick Punch Two-Hit Combo	left analog stick toward enemy+ A,A,B	left analog stick toward enemy+ X,X,●
Strong Punch Two-Hit Combo	left analog stick away from enemy+A,A,B	left analog stick away from enemy+X,X,●
High Punch Two-Hit Combo	left analog stick up+A,A,B	left analog stick up+X,X,●
Shoulder Throw Two-Hit Combo	left analog stick down+A,A,B	left analog stick down+X,X,●
Strong Punch Two-Hit Combo	left analog stick away from enemy+ A,A,V	left analog stick away from enemy+ X,X,▲

Three Hit Combos (cont.)

Combo	Xbox	PS2
High Punch Two-Hit Combo	left analog stick up+A,A,V	left analog stick up+X,X,▲
Low Punch Two-Hit Combo	left analog stick down+A,A,V	left analog stick down+X,X,▲
Medium Punch Two-Hit Combo	A,A,B	X,X,●
Followed by Special Attack		
Quick Punch Two-Hit Combo	left analog stick toward enemy +A,A,B	left analog stick toward enemy +X,X,●
Followed by Special Attack		
Low Punch Two-Hit Combo	left analog stick down+A,A,B	left analog stick down+X,X,●
Followed by Special Attack		
(vs. Infiltrator only)		

Lifting and Throwing Objects

You can pick up most debris in the fighting arenas by pressing the Shove/Throw button when near the object (and far from your opponent). If you're far enough away from your enemy, the object is thrown automatically.



Objects can be tossed, which allows you to attack without getting into punching range.

Thrown objects can, of course, be blocked, but using them is an effective tactic nevertheless. It's especially handy when you're losing badly and need to do damage without entering attack range.

You can prevent your opposition from getting objects by kicking them. This destroys the object and denies it to you both.

WEAPONS

Sure you're stronger than any human, but you still need firearms. Luckily, you've got plenty to choose from. Consult this chapter for the skinny on every weapon in the game.

Here you'll also find your guide to all the power-ups littering the battlefield. Find out what each does and what it contains. Knowing your power-ups helps you use them to their greatest advantage.

Weapons Directory

9MM Pistol



- **Time period:** Present
- **Secondary fire:** Rapid fire
- **Damage:** 10 per shot
- **Ammo:** Bullets
- **Shots in clip:** 33

This basic sidearm is just that: basic. In primary fire mode, it shoots single rounds with each trigger pull (great when you want to wound rather than kill). For more damaging fire, use the fully automatic secondary fire mode.

.30 Cal Machine Gun



- **Time period:** Present
- **Secondary fire:** Physical strike
- **Damage:** 20 per shot
- **Ammo:** Bullets
- **Shots in clip:** 120

Not many guns have the rate of fire of this monster, but the individual shots don't pack quite the punch of the Mini-Gun or the G36.

AR-15 Assault Rifle

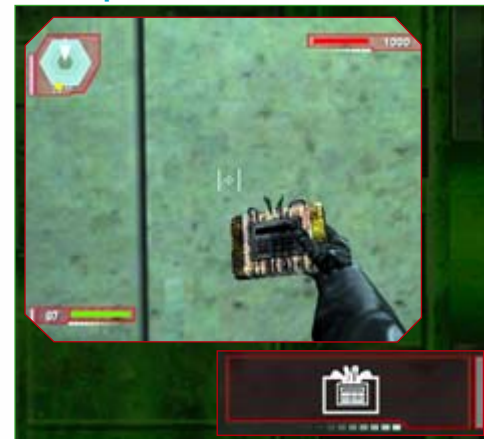


- **Time period:** Present
- **Secondary fire:** Grenades
- **Damage (primary):** 20 per shot/150 per shot
- **Ammo (primary/secondary):** Bullets/grenades
- **Shots in Clip (primary/secondary):** 30/1

The AR-15 is a great multipurpose weapon, but its rate of fire and damage are less than the G36's. Given the choice, go with the G36. If you have only the AR-15, however, you're still in good shape.



C4 Explosives



- **Time period:** Both
- **Secondary fire:** Detonate all placed charges
- **Blast Radius:** 1,500
- **Damage:** 500

C4 is great for booby traps or breaking up environmental barriers. Use the primary fire button to affix the bomb to a surface. Or you can throw it toward a surface, and it'll stick automatically. Place as many charges as you like with the primary fire button. When you're ready for the earth-shattering kaboom, press the secondary fire button to detonate all mounted charges simultaneously.

EMP Grenades



TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE

- **Time period:** Future
- **Secondary fire:** Detonate on impact
- **Blast Radius:** 900
- **Damage:** 150

This special grenade short-circuits machines while leaving people and inanimate objects unaffected. You won't seem them often, but they do work wonders against large clusters of mechanized foes.

G36 Assault Rifle



- **Time period:** Present
- **Secondary fire:** Grenade
- **Damage (primary/secondary):** 25 per shot/150 per shot
- **Ammo (primary/secondary):** Bullets/hand grenades
- **Shots in clip (primary/secondary):** 40/1

The best multipurpose weapon in the present-day armory. It deals out high damage with its quick bullet fire, and the secondary fire button can lob a shrapnel-spewing grenade. Reload is pretty quick too. Use it if you have need for the grenade feature; otherwise, choose the Mini-Gun.



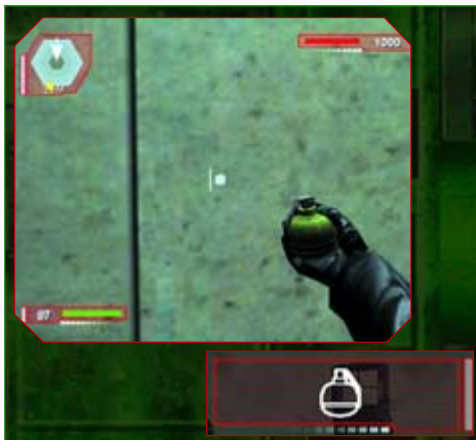
Riot-Gas Grenade Launcher



- **Time period:** Present
- **Secondary fire:** Physical strike
- **Damage:** 150 per shot
- **Blast Radius:** 800
- **Ammo:** Gas grenade
- **Shots in clip:** 8

This specialized weapon holds eight gas grenades that can be fired individually or in rapid fire (by holding primary fire). Reload time is extremely long, however, so don't stand in the middle of the room shoving in charges.

Hand Grenade



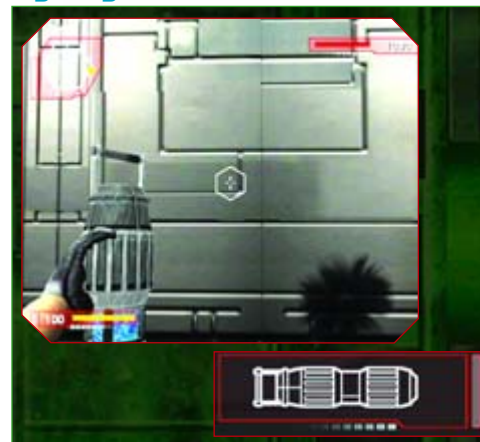
- **Time period:** Present
- **Secondary fire:** Detonate on impact
- **Blast Radius:** 800
- **Damage:** 150

You can use the Hand Grenade two ways: thrown or shot. Throw by pressing the primary fire button; the longer you hold the button, the farther the grenade is

thrown. Normally, grenades detonate a fixed time after being thrown, so there may be a delay before detonation. To arm them to detonate on impact, throw instead with the secondary fire button.

Shoot grenades by using any present-day weapon modified with a grenade launcher. These grenades serve as the ammo for those weapons.

Hydrogen Fuel Cell Bomb



- **Time period:** Future
- **Secondary fire:** None
- **Blast Radius:** 1,500
- **Damage:** 800

This bomb is the single most damaging weapon in the game. Throw it far, because its blast radius is wide. Rest assured, however, that nothing in its wake will be left standing.

MP5 SMG



- **Time period:** *Present*
- **Secondary fire:** *Three-shot burst*
- **Damage:** *15 per shot*
- **Ammo:** *Bullets*
- **Shots in clip:** *30*

The MP5 is a top gun in firing rate, although its damage per bullet is pretty low. It's also hampered with a slow, multistep reloading procedure that requires a lengthy duck behind cover. Against fast, weak enemies like the Hunter/Killer, however, it's a very strong choice. The short burst secondary fire mode is good when the goal is to maim, not kill.

Mini-Gun

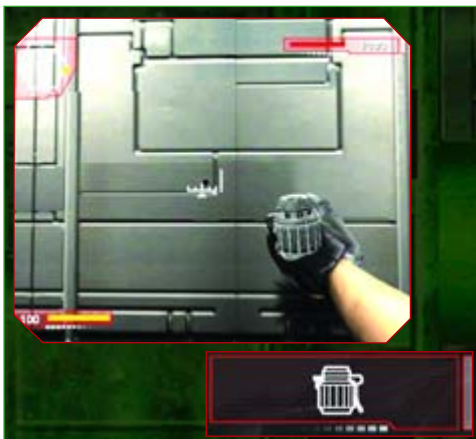


- **Time period:** *Present*
- **Secondary fire:** *Single shot (tap) or constant fire (hold)*
- **Damage:** *25 per shot*
- **Ammo:** *Bullets*
- **Shots in clip:** *100*

This gun's handiwork is anything but "mini." A single trigger pull squeezes off five quick, high-damage bullets (the primary fire button must be released between bursts to fire again). Use the secondary fire button to fire a single shot (tap it) or fire a hailstorm of lead (hold the button).



Plasma Grenade



- **Time period:** *Future*
- **Secondary fire:** *Detonate on impact*
- **Blast radius:** *1,000*
- **Damage:** *150*

You can throw these always-useful future-period grenades individually or use them as ammo in any grenade-launching weapon. When throwing, hold the fire button longer to throw this pineapple farther. For quick use or use against heavy stationary objects (walls and cave-ins), use secondary fire mode to have the grenade detonate on impact (rather than bouncing off the target to diminished effect).

Pump Shotgun



- **Time period:** *Present*
- **Secondary fire:** *Physical strike*
- **Damage:** *5 per shot*
- **Ammo:** *Bullets*
- **Shots in clip:** *8*

The Pump Shotgun doesn't do much damage per shot, which makes it a good choice for maiming rather than killing. Otherwise, its small clip and lag between shots don't compensate for its moderately quick reload time.

RPG Rocket Launcher



- **Secondary fire:** *Physical strike*
- **Damage:** *200 per shot*
- **Blast radius:** *1,300*
- **Ammo:** *Rockets*
- **Shots in clip:** *1*

The RPG packs a serious wallop, but it holds only one rocket at a time and must, therefore, be reloaded after every shot. Because this is a slow procedure, limit use of the RPG to sniping situations.

Skyнет Assault Cannon



- **Time period:** *Future*
- **Secondary fire:** *Charged blast (1-5 charges)*
- **Damage:** *25 per shot*
- **Ammo:** *Energy Cell*
- **Shots in clip:** *35*

TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE

This is the granddaddy of the Skynet weapons used by the elite red T-900s. The damage and rate of fire for this portable cannon is tremendous, and the multicharge secondary fire mode (hold the button longer to bundle up to five charges in a single shot) is a great tank-buster. Reload time is quick, too.

Skynet Arc-Laser



- **Time period:** Future
- **Secondary fire:** Physical strike
- **Damage:** Two per second
- **Ammo:** Energy Cell
- **Shots in clip:** 400

The damage number seems low, but the Arc-Laser can dish out a lot of damage in a short period. Keep its constant beam focused on a locked target, and it'll be toast before you know it.

Skynet Lightning Gun



- **Time period:** Future
- **Secondary fire:** Chain lightning bolt
- **Damage:** Three per second
- **Ammo:** Energy Cell
- **Shots in clip:** 200

This high-energy weapon sends out a devastating blast of electricity into anything in the beam's path. Fire it in primary mode for some pretty impressive devastation, but use the quintuple-power secondary fire mode for those really sticky situations; this chain lightning bolt is more powerful, but it uses up charges five times as fast.

Skynet Phase Plasma Rifle



- **Time period:** Future
- **Secondary fire:** Grenades
- **Damage (primary/secondary):** 15 per shot/150 per shot
- **Ammo (primary/secondary):** Energy Cell/Plasma Grenade
- **Shots in clip (primary/secondary):** 30/5
- **Rate of fire (primary/secondary):** 1/1

The Phase Plasma Rifle is a definite improvement on the basic model, taking many of the best features of the Tech-Com version and improving on them. Damage is greater than the Plasma SMG, and the rate of fire is nearly as high, but what really rocks is the grenade launcher with a five-grenade clip.

Skynet Plasma SMG



- **Time period:** Future
- **Secondary fire:** Physical strike
- **Damage:** 10 per shot
- **Ammo:** Energy Cell
- **Shots in clip:** 40

Compared to the Tech-Com Plasma Rifle, this weapon has a much higher firing rate but a weaker punch to each shot. This makes it great for use against quick, weak units like Kites and Rovers and even green T-900s, but less effective against more powerfully armored targets. It also lacks the Tech-Com version's mounted grenade launcher. Steal one from a T-900 at the earliest opportunity.

Tech-Com EMP Gun



- **Time period:** Future
- **Secondary fire:** Two to seven shots in single burst
- **Damage:** 5 per shot
- **Ammo:** Energy Cell
- **Shots in clip:** 50

Although it's effective only against machines, this electromagnetic pulse gun easily disables any machine unlucky enough to meet it. For large groups of enemies, take the extra seconds and charge up the secondary fire mode for a multicharged blast.

Tech-Com Light Machine Gun



- **Time period:** Future
- **Secondary fire:** Physical strike
- **Damage:** 20 per shot
- **Ammo:** Energy Cell
- **Shots in clip:** 100

Its shots are only moderately powerful, but they launch at such a high rate that this won't matter. Reload is very slow, so duck behind something indestructible during clip changes and be sure to pop in a new one before a battle starts.

Tech-Com Micro Rocket Launcher



- **Time period:** Future
- **Secondary fire:** Three-shot burst
- **Damage:** 75 per shot
- **Blast Radius:** 650
- **Ammo:** Rocket
- **Shots in clip:** 5

A truly great weapon even in heated combat. Because it boasts a multishot clip, the time between shots is brief (though actual reload time is long). The secondary fire three-missile salute deals handily with even the strongest foe.

Tech-Com Plasma Rifle



- **Time period:** Future
- **Secondary fire:** Grenades
- **Damage (primary/secondary):** 20 per shot/150 per shot
- **Ammo (primary/secondary):** Energy/Plasma Grenade
- **Shots in clip (primary/secondary):** 20/2

Your basic weapon is anything but. It has a built-in grenade launcher that comes in handy against bunches of T-900s. Still, its rate of fire is pretty slow, which makes it a bad choice against fast-moving Kites or Rovers.



Tech-Com SAM Launcher



- **Time period:** Future
- **Secondary fire:** Physical strike
- **Damage:** 500 per shot
- **Ammo:** Rockets
- **Shots in clip:** 1

The SAM Launcher is great for taking out airborne units and tanks. Use the built-in sight, but keep in mind that it's accurate only at long distances. The SAM is good at its specialized use, but isn't good for combat because it has a slow reload time and a single-shot clip.

Tech-Com Sniper Cannon



- **Time period:** Future
- **Secondary fire:** Activates sniper scope
- **Damage:** 100 per shot
- **Ammo:** Energy Cell
- **Shots in clip:** 3
- **Rate of fire:** 1

The Sniper Cannon is capable of destroying an armored target with one shot. Its clip holds only three rounds, however, so aim carefully or you'll have to wait out a long reload.

TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE

Activate the sniper scope by pressing the secondary fire button. In this view you can zoom up to x16 with your standard zoom controls.

Power-Ups

Power-ups are the items you can pick up in the game that provide weaponry, ammunition, or increases to health. Knowing what they look like and what they do is crucial to your survival.

Weapons



Often you'll find weapons on the ground that you can pick up and add to your collection. When you are using normal view, weapons on the ground pulsate slightly red. When you have infrared vision turned on, they show up highlighted.

Any character (friend or foe) who expires leaves behind a weapon for a short time. Search near fallen characters as quickly as you can, or the trusty sidearm won't be there when you arrive.

Power



The T-850 runs not on health but on power. Power is drained whenever the T-850 is injured for any reason. If power reaches zero, the T-850 suffers a total system failure. In other words, if you take too much damage, you'll have to restart the level or use a resume.

NOTE
Many (but not all) Power Cells respawn in their original positions, so you can keep coming back to find the same Power Cell in the same place if you wait long enough.

The only way to replenish power is to find Power Cells. These green cylinders restore 50, 75, or 100 percent power, so don't use them unless you are below 50 percent full power.

You can find Power Cells throughout the game levels, and many that appear along the game's critical path are highlighted in the walkthroughs.

Ammunition

Ammunition is acquired whenever you pick up a weapon dropped by another character or when you find a power-up containing the ammunition.

Energy Cells



Energy Cells power most future weapons. Each cell contains 30 energy and 20 plasma charges that can be utilized by any energy- or plasma-based weapons.

Ammo Crates

Ammo Crates come in many shapes and sizes and can contain a variety of explosives, such as grenades, missiles, and the like.

It's important to note that Ammo Crates will be different in future (glowing red or blue cylinders) and present levels (wooden crates).



Future Ammo Crates

In future scenarios, Ammo Crates contain rockets or Plasma Grenades or both. The number depends on which crate (blue or red) you find.



Present Ammo Crates

In present-day scenarios, they could contain either bullets (primary ammo for most present weapons) or some combination of rockets and Hand Grenades.



HUMANS AND MACHINES: A GUIDE TO FRIENDS AND FOES

The forces standing in the way of victory are many, varied, and terrifyingly powerful—so powerful that only another machine (that's you) can vanquish them.

Machines aren't, however, the only opposition you'll face. You must protect and preserve several innocents at all costs. In one episode, you actually switch sides and fight with the future machines against the future humans. Very confusing! To make matters even more complicated, you must take scrupulous care to hurt but not kill certain characters.

This guide, covering machines, humans, and special characters only encountered in hand-to-hand combat, will tell you everything you need to know about each: how strong they are, what weaponry they possess, how to fight them, and in what time periods you'll see them. Check back here for the information you'll need to prove victorious whenever you encounter a new enemy.

Machine

The machines are generally your enemies but will, in one instance, be your allies. Unless it's clear otherwise, however, kill 'em all (as the Tech-Com grunts say)!

CRS Labs Hunter/Killer



- **Time Period:** Present
- **Health:** 70
- **Weapons:** Machine gun, rockets

More heavily armored than their futuristic incarnations (the F/K Kite), but no less dangerous. Best countered with a high rate-of-fire weapon.



F/K Fighter-Light



- **Time Period:** Future
- **Health:** 80
- **Weapon:** Plasma gun

The smallest of the Fighter class airborne machines, the Fighters can't take much punishment, but they can dish out plenty in the meantime.

F/K Fighter-Standard



- **Time Period:** Future
- **Health:** 120
- **Weapons:** Twin plasma guns, Plasma Grenades

With double the firepower and considerably more armor than the Light version, the Standard Fighter is a serious threat. Ground it quickly when you sense fire from above.

F/K Fighter-Heavy



- **Time Period:** Future
- **Health:** 140
- **Weapons:** Multiple plasma guns

Although it's only a bit tougher in defensive attributes, the Heavy Fighter is jam-packed with even more guns for multiple simultaneous attacks.



TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE

F/K Kite



- **Time Period:** Future
- **Health:** 20
- **Weapon:** Plasma gun

A commonly-seen foe buzzing in the air indoors and out, the Kite is easy to dispatch. Unfortunately, they usually travel in large packs, so dealing with one means taking fire from another. Continue moving and use a fast-firing weapon, such as the Skynet Plasma SMG.

F/K Rover



- **Time Period:** Future
- **Health:** 15
- **Weapon:** Plasma gun

The small mobile scouts fire at a high rate and can be hard to target because of their erratic movement. Nail 'em fast; downing them requires only a shot or two.

F/K Rover-Bomb



- **Time Period:** Future
- **Health:** 10
- **Weapon:** Fusion bomb

These look a lot like a regular Rover, but instead of keeping their distance, they run right at you. When you meet, it's *kaboom* thanks to the built-in fusion bomb. Avoid this suicide attack by using quick targeting; it takes only a single shot to shatter them.

F/K Sentry Gun



- **Time Period:** Future
- **Health:** 350
- **Weapons:** Multiple plasma guns, Grenade Launcher

These oversized turrets are the mother of all ground units. With several guns and thick armor plating over their entire shell, they're a nightmare. Stay behind cover and hit them with the hardest weapons you have.

F/K Tank-Light



- **Time Period:** Future
- **Health:** 160
- **Weapons:** Twin plasma guns, Grenade Launcher

Light Tanks are common indoors and out. Their double plasma gun fire isn't nearly as costly as the prolific grenade launches. Never let them get a clean shot at you, and hit them with a high-powered weapon.

F/K Tank-Medium

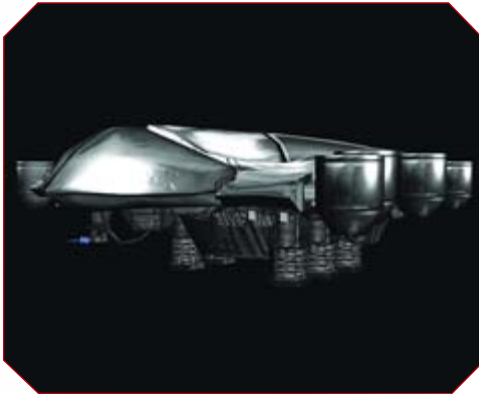


- **Time Period:** Future
- **Health:** 240
- **Weapons:** Multiple plasma guns, Grenade Launcher

If you have a weapon with a rocket, this is the time to use it. You don't want to face a Medium Tank for long. It has a lot more armor than the Small Tank, and it has several more plasma guns.

Humans and Machines: A Guide to Friends and Foes

F/K Transport



- **Time Period:** Future
- **Health:** 225
- **Weapons:** Multiple plasma guns

They may just be transport vehicles, but they're armed to the teeth. Get them before they land if you don't want to see the troops riding inside.

F/K Turret



- **Time Period:** Future
- **Health:** 35-80
- **Weapons:** Twin plasma guns/arc-laser

These stationary guns come in various sizes and configurations including a ceiling-mounted version armed with an arc-laser. Whatever the form, they're dangerous not because of their armor which is thin or firepower (which is considerable), but for their positioning. Turrets are usually located in corners or other hard-to-see places, so they can fire several shots before you can pinpoint the source. Weapons with a high rate of fire are your best bet, but a strong one-hit kill also works.

T1



- **Time Period:** Present
- **Health:** 160
- **Weapon:** Twin Mini-Gun

The T1 is the original Terminator. It moves slowly, and turns and targets even slower. Once it has you in its sights, however, it's a hail of bullets. Play duck-and-cover if you want to live.



T-900 Green



- **Time Period:** Future
- **Health:** 60
- **Weapons:** Skynet Plasma SMG, Skynet Phase Plasma Rifle

These basic Terminator models are lightly armored, but carry enviable weapons. Their targeting and rotation can be slow, however, so strafe whenever possible while fighting them.

T-900 Yellow



- **Time Period:** Future
- **Health:** 80
- **Weapons:** Twin Skynet Plasma SMGs

Though they have the same limitations as the green variety, the yellow T-900 carries more armor and a second Plasma SMG for double the firepower.



TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE

T-900 Red



- **Time Period:** Future
- **Health:** 100
- **Weapon:** Skynet Assault Cannon

Other than sheer self-preservation, there's a good reason to blast a red T-900: its weapon. The Skynet Assault Cannon is the best all-purpose weapon in the game; the sooner you get your hands on one, the better. Red T-900s take longer to kill, but are still vulnerable to an opponent who stays on the move.

Human

Humans are, by and large, to be protected. But not always. Some levels require you to fight humans, sometimes to the death, and other times just to disable. Follow your objectives carefully and you'll know who's friend and who's foe.

Air Force Personnel



- **Time Period:** Present
- **Health:** 25-45
- **Weapon:** 9 MM Pistol

These folks are hapless victims during your visit to the CRS Labs in the present-day—cannon fodder for the rampaging T1s and Hunter/Killers. Do what you can to save them, but focus on protecting John and Kate.

S.W.A.T.



- **Time Period:** Present
- **Health:** 45
- **Weapons:** MP5, Grenade Launcher

When you encounter these law enforcement officers in the present-day, remember: They're just doing their job. They don't know you're helping mankind; to them, you're just a big guy with a big gun. Still, they'll hurt or capture John if you don't do something. Follow John's and Kate's instructions and "don't kill anyone." Single shots from a pistol or a shotgun are enough to hobble or scare off the S.W.A.T. officers, so aim and shoot carefully and conservatively. If one of them dies, your mission fails.

That said, they are shooting to kill you, so take cover whenever possible.



Tech-Com Soldier



- **Time Period:** Future
- **Health:** 45
- **Weapons:** Tech-Com Plasma Rifle, Tech-Com Micro Rocket Launcher

These grunts of the human forces are your friends in most of the future episodes, firing at the same targets as you and manning gun turrets. In one level, however, a flashback (or is it a flash-forward?) to the T-850s' successful assassination of John Connor, they're your enemies. Show no mercy in this situation and remember that EMP weapons won't work on them.

Tech-Com Officer



- **Time Period:** Future
- **Health:** 35
- **Weapon:** Tech-Com Plasma Rifle

You don't see these leaders in the field very often, except when your objectives require you to rendezvous with them. You won't see them as foes in combat, either.

Humans and Machines: A Guide to Friends and Foes

John Connor



- **Time Period:** Present
- **Health:** 100
- **Weapons:** Various

John is your responsibility. In the several present-day levels, his preservation is crucial; if you or anyone else terminates him, your mission fails. In these levels, John will often fight on his own but will mostly hang back while you clear the way.

In one future episode in which the T-850 is fighting for the machines, he'll appear briefly as a Tech-Com Officer. Then, and only then, may you kill him.

Kate Brewster

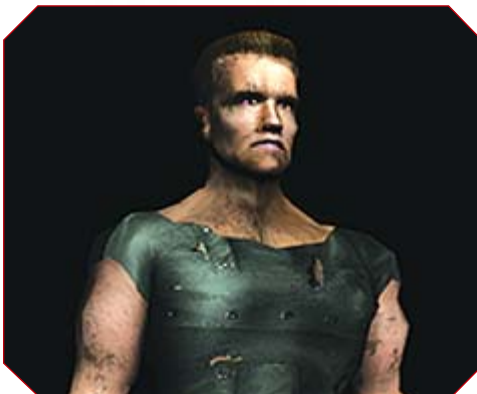


- **Time Period:** Present
- **Health:** 100
- **Weapons:** Various

In the present-day levels, Kate, like John, is your other responsibility. You must protect her and make sure nothing happens to her, or all is lost.

Bosses

Infiltrator



- **Time Period:** Future
- **Health:** 100
- **Weapon:** Hand-to-hand

This exact replica of your T-850 is the Terminator that killed John Connor in the future. Eventually, the worlds collide as the good T-850 and the evil face off in hand-to-hand combat.



T-X



- **Time Period:** Present
- **Health:** 100
- **Weapon:** Hand-to-hand

The T-X, the ultimate killing machine, appears four times in hand-to-hand combat levels (three times with her human appearance and once as a machine). With each encounter, she grows stronger, faster, more heavily armed, and capable of deadlier combinations.



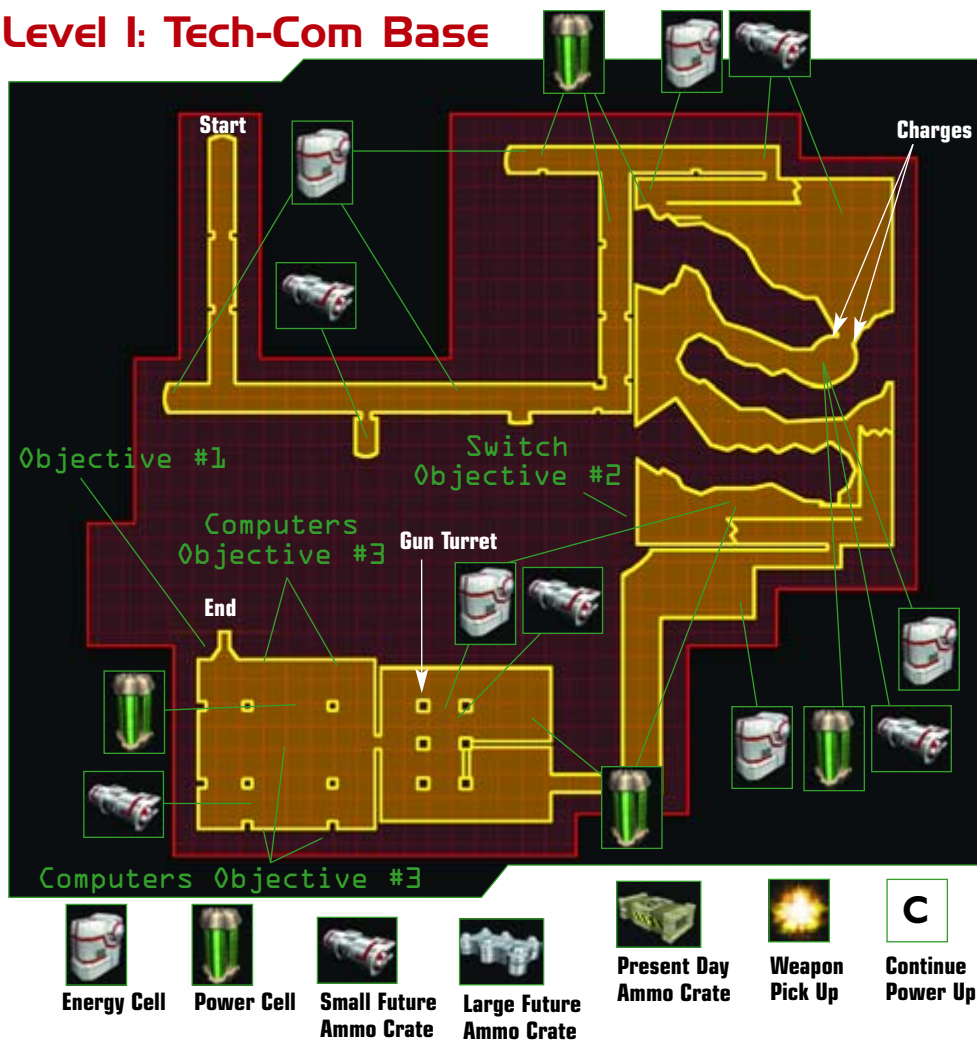
TERMINATOR 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE

WALKTHROUGH

Level I: Tech-Com Base



Objectives

1. Evacuate the base.
2. Locate the switch to close main air shaft.
3. Destroy Tech-Com computers.

Enemies

- T-900, green
- Kite
- Rover

Weapons

- *Tech-Com Plasma Rifle*
- *Skynet Plasma SMG*
- *Plasma Grenade*

Objective #1: Evacuate the base.



Fortunately (or unfortunately, if you're the poor saps who just took one for the team), the pair of Tech-Com soldiers in front of you take a full-on blast from a T-900's Plasma SMG. This would sadden you if you weren't a robot, er, cybernetic organism. Instead, pick up their dropped weapons and duck back down the hall to prepare to fire.



The first mission begins with you facing south down a long, narrow corridor. You are unarmed, except your admittedly mighty mechanical fists. Those will be useful, but it's better to find a firearm.





Face left (east) down the intersecting corridor and mow down the pair of green T-900's marching down the hall. Target the exploding oil drums for a quick deactivation. Pick up their Skynet Plasma SMGs.

CAUTION

Remember that T-900s self-destruct a few seconds after "death." Stand clear until they do, or you'll take a nasty hunk of damage. Don't rush: Their weapons will still be there waiting for you.



A third T-900 steps out from a door on the right. Shatter him and look into his hiding place for a Plasma Grenade. Return to the hallway.



A third T-900 steps out from a door on the right. Shatter him and look into his hiding place for a Plasma Grenade. Return to the hallway.

At the western end of the hall (the side on fire) is an Energy Cell.

TIP



Face east and, keeping your distance, fire a single shot at the line of yellow oil drums blocking the end of the hall. When they blow, the way is clear. Be sure to nab the Energy Cell along the way.



Turn left to face north down a shorter hallway. Immediately ventilate the Rover on the floor before you.



Next, take aim at the yellow oil drum near the end of the hall to nab the pair of green T-900s marching past it. Rush forward to take cover behind the fallen debris and finish off the survivors.



Another T-900 drops from the ceiling. When the way is clear, pick up all their weapons and a Power Cell.

TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE



At the T-intersection, pause to activate your infrared HUD (the Cycle Vision Modes button). Turn right and fire down the steam-filled hall to deactivate a T-900 and two Rovers.



Turn around to face the opposite direction. If stray fire from your recent opponents didn't knock it out already, you'll see a large pile of debris. Fire at it to reveal an Energy Cell and a Power Cell.



Spin around to face back the other way and stroll to the end of the hall where a cache of Plasma Grenades awaits.



Turn right to look through an open doorway, but don't linger if you want to live.

NOTE
Here's the situation inside this next room. A platoon of Tech-Com troops are doing battle with a constantly growing stream of Kites. Unless the source of these flying menaces (an open air shaft) can be closed, the battle is hopeless. The soldiers need you to dive into the fray, set off some charges to clear the path, and find a switch that'll close the airshaft from which the Kites are coming. Once that's done, you can pick off any remaining Kites and continue on your way.

Objective #2: Locate switch to close main air shaft.



Enter the room and turn right (don't hang too long by the explosive barrels to the left, or a Kite will target them). At the end of the catwalk, snatch the Energy Cell and Power Cell and descend the stairs to the left.

Level I: Tech-Com Base



Once on the floor, rush forward (pausing to fight only when necessary) and to the right (go toward the raging fire) to find the path blocked; through a crevice, you can see a collection of power-ups.



On either side of the crevice are charges (signified by a flashing yellow indicator) the soldiers placed but have been unable to detonate. Fire at either charge and stand back while it explodes and the path opens.



Run through the now open way and nab a Power Cell, an Energy Cell, and Explosives as you continue to the right.

TIP
This is a good room to stock up on your weaponry. Because the power-ups around this room recycle quickly, you can build up your personal arsenal pretty effectively.



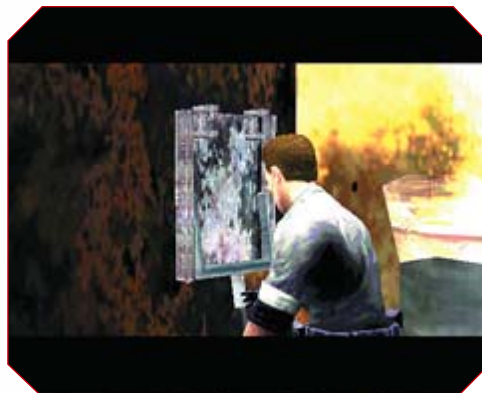
Follow the path as it winds northwest, then southeast, then west; a yellow indicator shows the switch location.



TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE



Rush toward the southwest corner of the room, outgun the T-900 guarding the switch, and activate the switch (by pressing the Use Object button). This stops the arrival of any new Kites.

Objective #2: Accomplished.



You may now clear the room, or you can leave it to the soldiers and proceed up the stairs near the switch (picking up the Energy Cell, Power Cell, and Plasma Grenades on the way).



Atop the stairs, turn right, then right again, and then left through an open doorway.

Objective #3: Destroy Tech-Com computers.



Go straight down the short hall into a small room. Kites are flowing in through an open air vent straight ahead. Rush right past them to the stairs in the southwest corner of the room (ahead and left). At the first landing, puncture the waiting Rover and reach the top of the stairs.

The oxygen tanks straight ahead will explode if you shoot them, closing the tunnel from which the Kites are flying.

TIP

If it's worth it to you, there's an Energy Cell (guarded by a T-900) in the southeast corner of the room (left as you enter). Pausing in this shooting gallery (and the corrosive green goo on the floor), may cost you more energy than the Cell can provide.



Turn right and mow down another Rover.



Inside the next room, eliminate another welcoming Rover and strafe around the corner to the left.



Level I: Tech-Com Base



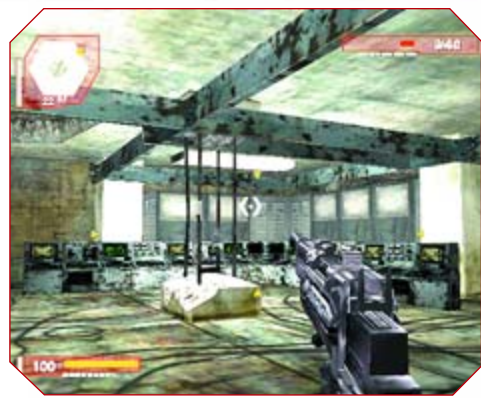
Several T-900s are already here, and more keep dropping in at the northeast corner of the room. Fight your way to the gun turret in the northwest corner and press the Use Object button to man it. Fire at the T-900s as they arrive until the flow stops. When things quiet, collect any dropped weapons and power-ups you find.



Approach the closed door on the west wall of the room (highlighted by yellow indicators).

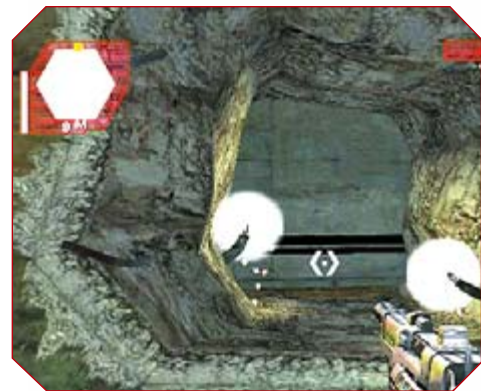
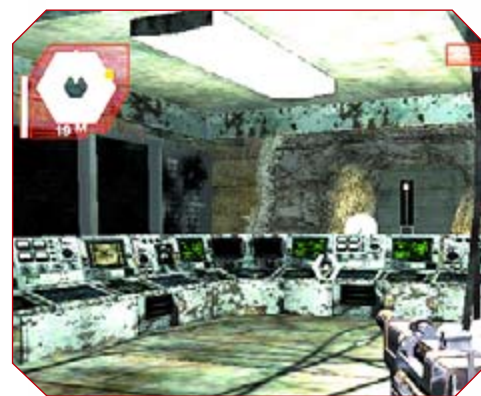


After a short cutscene, surge into the room ahead, right into the middle of a firefight between Tech-Com soldiers and a steady flow of green T-900s.



Shoot up any T-900s that get in your way, but focus on scuttling the five computer banks along the walls and the terminal in the center of the room (all are indicated with yellow).

Objective #3: Accomplished.



When all have been destroyed, mop up the straggling T-900s and exit through the now-exposed passage in the northwest corner. This completes your final outstanding objective and ends the level.

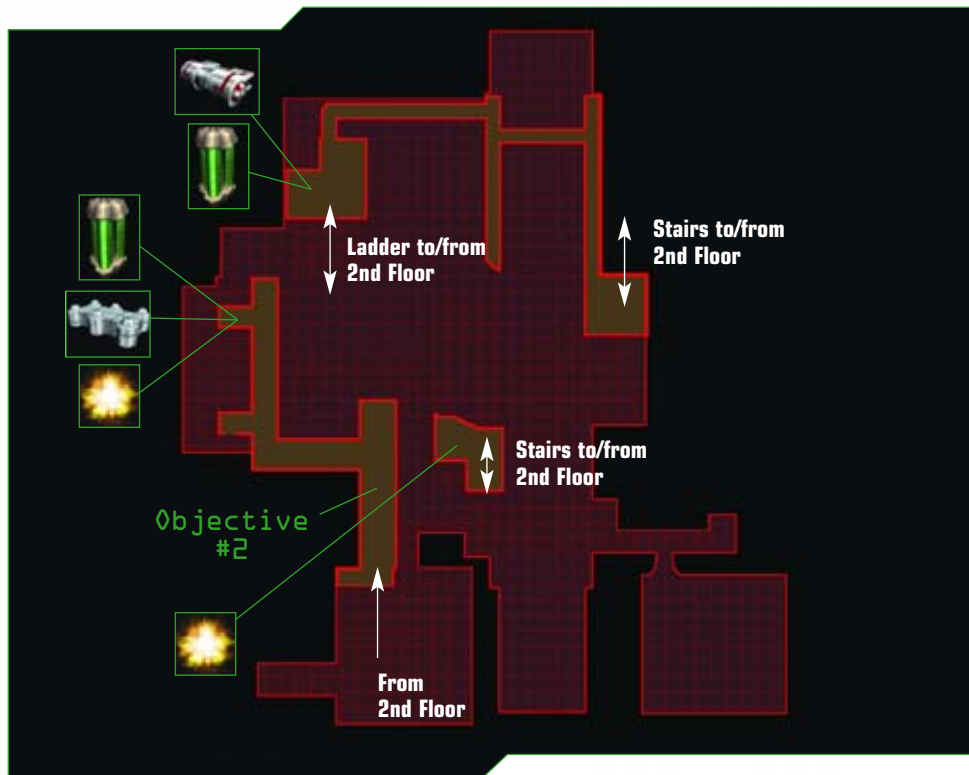
Objective #1: Accomplished.

TERMINATOR 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE

Level 2: Tech-Com Base Sub-Level



Objectives

1. Lay down cover fire for demolition teams.
2. Destroy main armory.
3. Open blast doors in the machine shop.
4. Rendezvous with Lt. Ware.

Enemies

- T-900, green
- Kite
- T-900, yellow

Weapons

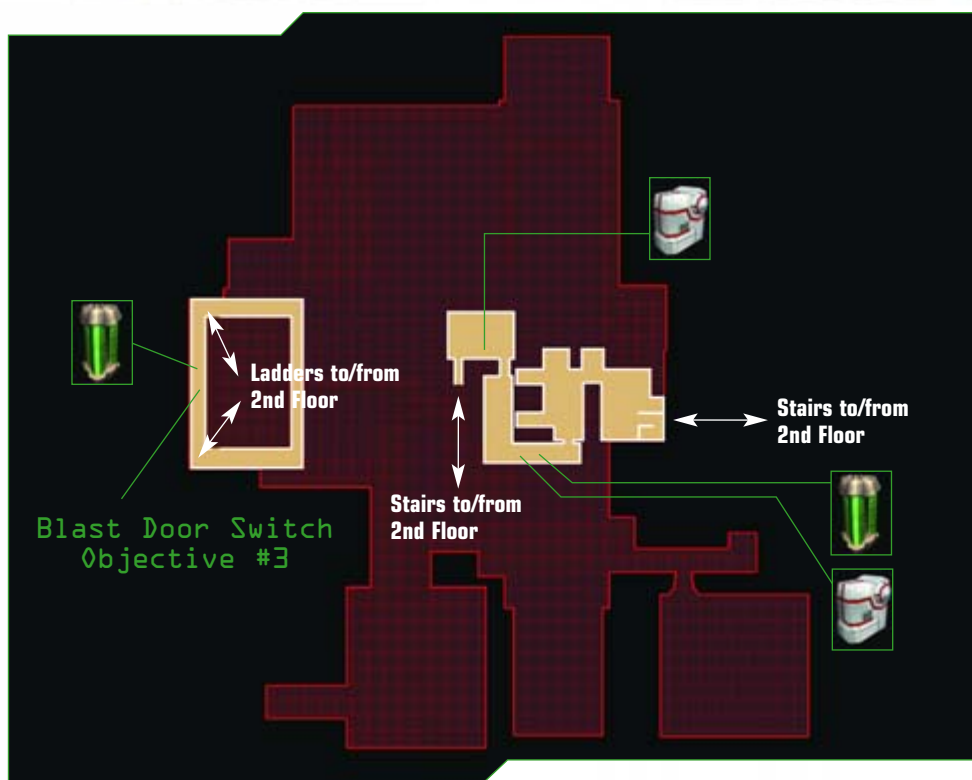
- Skynet Plasma SMG
- Tech-Com Plasma Rifle
- Plasma Grenade
- Skynet Lightning Gun (secret)
- Hydrogen Fuel Cell Bomb (secret)

Objective #1: Lay down cover fire for demolition team. Reach the base's main armory and provide cover for the Tech-Com personnel trying to set demolition charges.



Climb the stairs to the room containing the wounded soldiers.

Level 2: Tech-Com Base Sub-Level



Near the end of the room, to the right (north) is an Ammo Crate full of Plasma Grenades.



Walk down the metal stairs and enter the armory.



Cross the room and man the gun turret west of the soldiers' position. Mow down any green T-900s marching down the two passages.

NOTE
This room contains several power-ups, but you'll only have time to collect them during the firefight or in the 15 seconds you'll have to vacate when the coast is clear.

Objective #1: Accomplished.

Objective: #2: Destroy main armory. Get to safety after demolition team sets demolition charges.



TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE



CAUTION
If you fail to exit the area within 15 seconds, the escape tunnel will seal and your mission will fail. To continue, you must restart the level.

Objective #2: Accomplished.

Objective #3: Open blast doors in the machine shop. Locate the switch in the machine shop to open the blast doors.



When T-900s stop coming, you'll have 15 seconds to vacate the room through a passage in the northwest corner of the room (to the right of where you entered). The hole is surrounded by an iron rail; find the gap in the railing, drop into the tunnel, and run forward.

March north through the tunnel and take the first left. At the end of this tunnel, go right.

TIP
If you're using the turret, disengage from it (by pressing the Use Object button) before fleeing the room.



Level 2: Tech-Com Base Sub-Level



Go south and into the alcove (from this direction, it's on the right). Climb the ladder.



Turn to fight your first yellow T-900. It and scores of other yellow T-900s and Kites guard this important room; they don't want you to reach that switch. Run around the room to pick up the various power-ups and find either of two ladders (to the west or north of where you entered) leading to the catwalk above.



On the catwalk, turn right and right again. Halfway down on the left is the yellow-highlighted switch (and a Power Cell). Throw it to open the blast doors and shunt the flow of enemies.

Objective #3: Accomplished.

Objective #4: Rendezvous with Lt. Ware. Reach Lt. Ware, who will provide you with instructions on how to escape the base.



After you throw the switch, the blast door below (on the eastern wall) opens. Climb down, collect more power-ups, and continue.



Travel east down the hall, following it up and down short staircases until it arrives at a T-intersection. Your path leads left (north), but take a brief detour right (south).



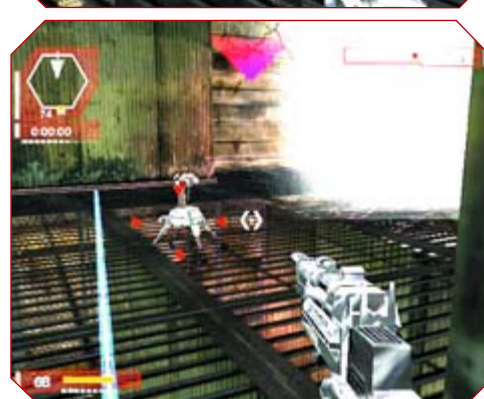
TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE



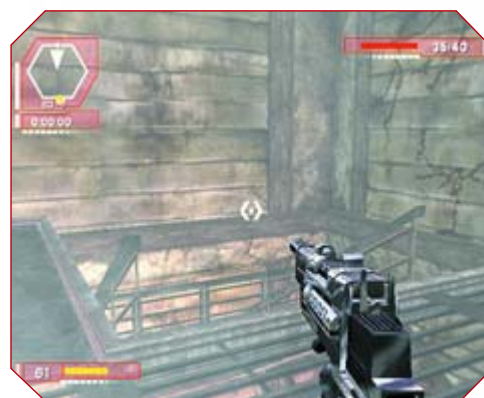
Go up the stairs to the north and turn right to find an Energy Cell and several nasty machines (green T-900s and Kites).



Go left at the corner and find a staircase leading down (note the Plasma Grenades nearby). Search the area under the stairs (turn on your infrared vision) to find some secret Hydrogen Fuel Cell Bombs. Return to the T-intersection.



Shatter the two fast-moving Rovers and turn right at the far end of the room. Battle a green T-900 and another Rover before marching forward.



Dispose of the next Rover and go down the northern staircase.

Turn right and climb the next short staircase. Turn left at the corner marked by an Energy Cell and a Power Cell. Duck inside the room to the left (north).

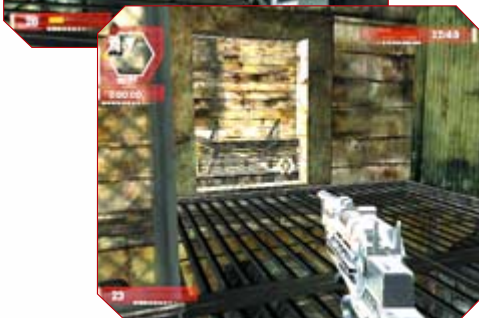
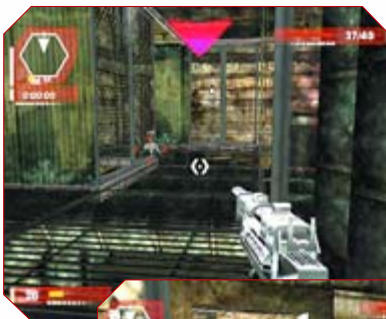
Level 2: Tech-Com Base Sub-Level



Fight against several green T-900s and some Rovers, then cross the room to the west.



Go right at the first opportunity and turn right again to make a U-turn.



Ahead is a Rover. On your left is a doorway to the next room.



Rush straight ahead to the staircase and descend.



Make a U-turn to the left and head down the narrow walkway, clearing the T-900s (green and yellow) out of your path.



Turn left and cross a short bridge. Veer right into a tunnel guarded by a pair of green T-900s.



You emerge in a sewage pool. Before leaping out of it, however, turn on your infrared vision to find two power-ups—a Power Cell and Explosives—along the western wall as you enter.

TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE



From the tunnel, go straight (north) to find a short ladder out of the pool.

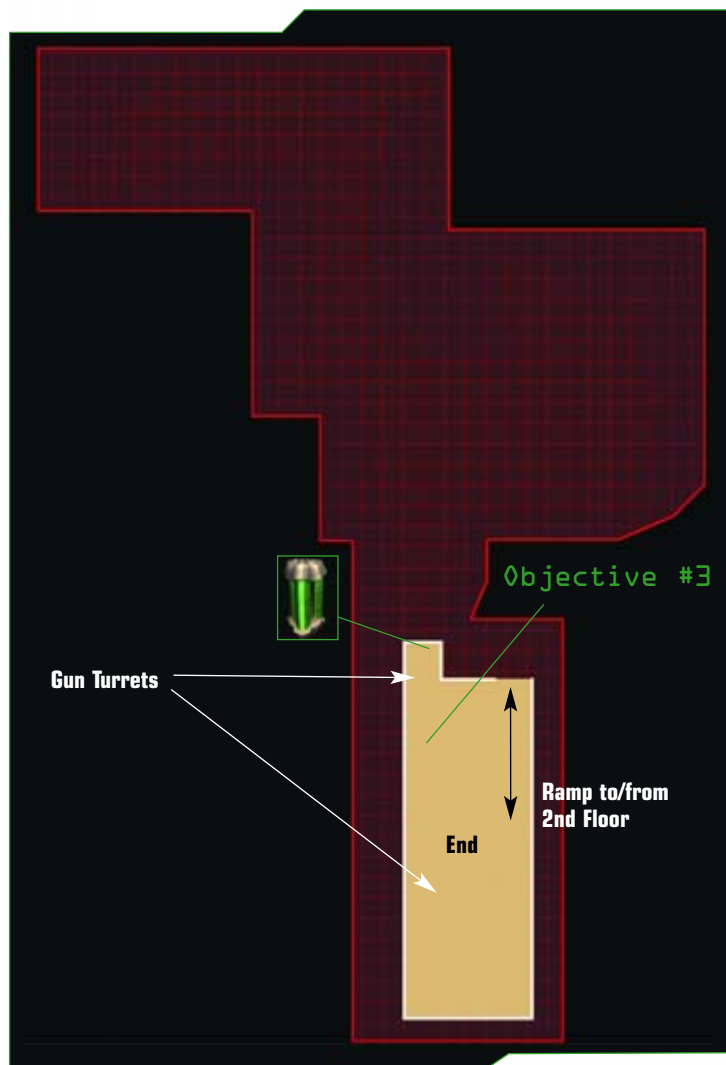
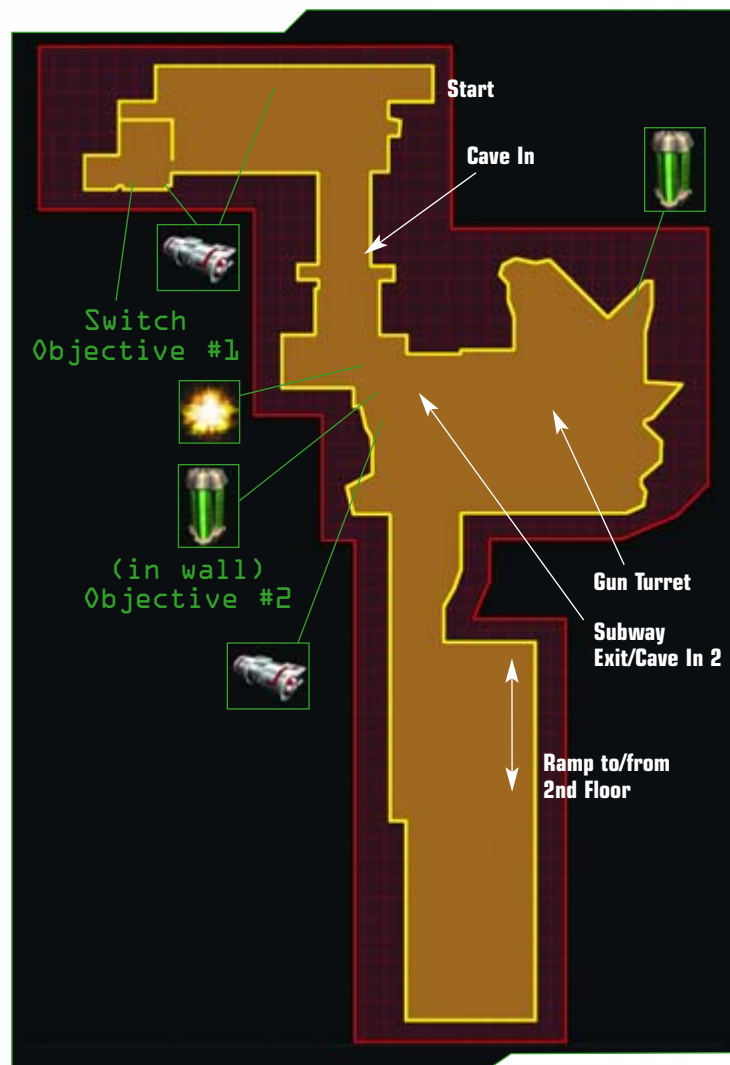


Find Lt. Ware in the southeast corner of the room. Approach him, and your final objective and the level are done.



Objective #4: Accomplished.

Level 3: Tech-Com Base Perimeter



Level 3: Tech-Com Base Perimeter

Objectives

1. Shut down subway power grid.
2. Escape subway system within three minutes.
3. Destroy all Skynet transports.

Enemies

- T-900, green
- T-900, yellow
- Kite
- Transport
- F/K Tank-Light

Weapons

- Skynet Plasma SMG
- Tech-Com Plasma Rifle
- Plasma Grenade
- Tech-Com Light Machine Gun (Secret)

Objective #1: Shut down subway power grid in order to exit subway.



You have three minutes to get out of this doomed subway station. That means shutting down the power and getting beyond a cave-in before time runs out. Rush forward out of the subway car.



Turn left, grab the crate of Plasma Grenades, and jump onto the platform. Gun down the green T-900. Don't wait too long, or the next two waves of enemies will converge. Take them out one at a time.



Turn right and enter the west office door. Knock off the two green T-900s in the room and the two yellow T-900s (the second wave) that blow through the wall.



Pocket the Plasma Grenades near the door and deactivate the power via the fuse box on the south wall of the office (left as you entered).

Objective #1: Accomplished.

Objective #2: Escape subway system within three minutes. Brewster has ordered a Tech-Com demolition team to detonate the subway entrance to the Tech-Com base. Once clear of the subway station, proceed to the street.



Exit the office, stop to ground the Kites (the third wave), and take the first right.

TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE



Your way is blocked by a cave-in. Destroy the blockade by pummeling it with Plasma Grenades or secondary fire from your Tech-Com Plasma Rifle. Be patient, because it takes seven Plasma Grenades to clear the way.

TIP

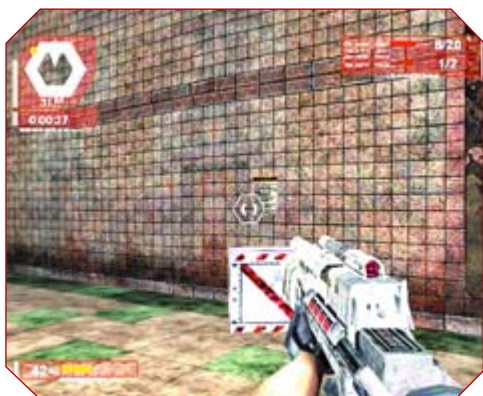
When throwing Plasma Grenades, use secondary fire mode (explode on impact) and throw them the maximum distance (hold the secondary fire button until the target reticle reaches the top). This prevents the Plasma Grenades from bouncing toward you or too far from the target to inflict maximum damage.

TIP

Don't use your Hydrogen Fuel Cell Bombs. Having them early (thanks to the secret area in the last level) will come in handy later.



March south through the now-open subway station and fight off a Kite swarm.



A hidden Power Cell is beyond the cave-in. Move straight and to the left of the cave-in and fire at the southern wall behind a metal box. You'll crack open the wall to reveal the Power Cell.



In the middle of the floor is another bonus: a Tech-Com Light Machine Gun.



Walk east toward the stairs and use Plasma Grenades (it takes three) to blast away the fallen debris. When it explodes (assuming it does before time has run out), you'll be taken up the stairs to the safety of the machine-infested surface.

Objective #2: Accomplished.



Level 3: Tech-Com Base Perimeter

Objective #3: Upon your exit from the subway terminal, Skynet aircraft fly over the parking garage. Proceed to the third floor and shoot down enemy aerial units.



You emerge in the center of a massive battle. A handful of Tech-Com soldiers are battling scores of T-900s and Light Tanks.



Rush to the east of the area and man the turret (to preserve your personal ammunition).

Though they won't engage in the fight, the Transports you're looking for will occasionally fly overhead. You may, therefore, have a chance to shoot one down early, saving you effort atop the parking garage. Your comrades-in-arms may also take one down if they're lucky. Thank them for their help.

NOTE



Next is the final wave of T-900s and Light Tanks. When they're neutralized, look around for a Power Cell (in the northeast corner) and a crate of Plasma Grenades (northwest corner).



Go south through the tunnel and turn left (east) to climb the ramp into the parking garage. A green and a yellow T-900 greet you.



Reach the top of the garage and open fire on any other yellow T-900s. Rush straight to the turret in the northwest corner (it comes with a handy Power Cell nearby).



Fire at the transports as they fly overhead (they will fire back). When you've grounded them all, the objective and the level are complete.

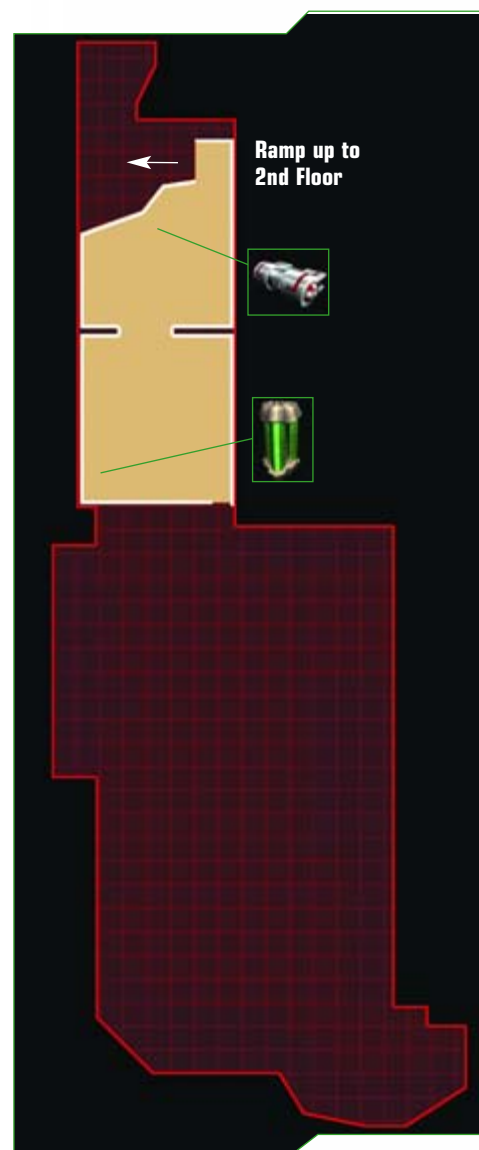
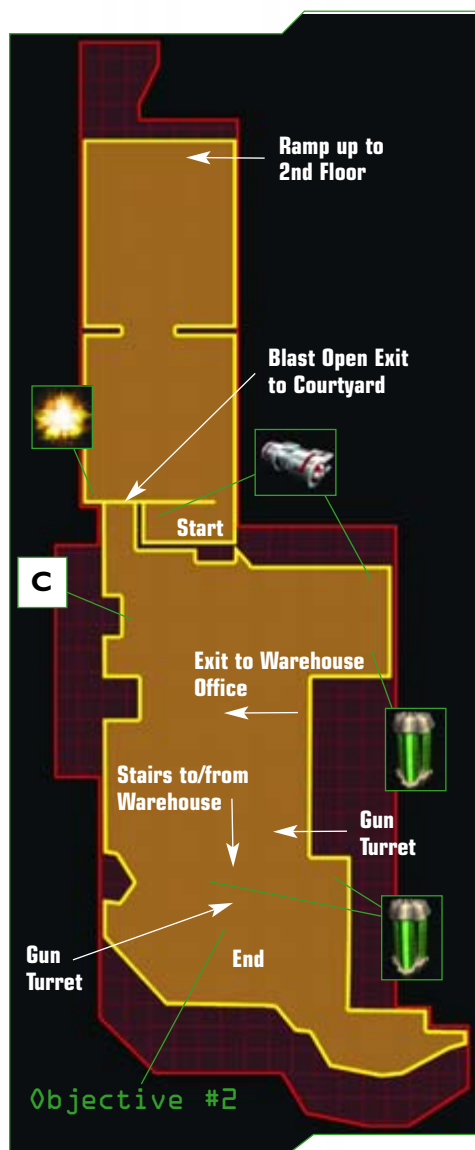
Objective #3: Accomplished.

TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE

Level 4: Tech-Com Base Staging



Objectives

1. Find Captain Friedman.
2. Destroy incoming F/H Tanks-Light.

Enemies

- T-900, Green
- T-900, Yellow
- Light Tank
- Standard Fighter

Weapons

- Skynet Plasma SMG
- Plasma Grenade
- Tech-Com Micro Rocket Launcher
- Tech-Com SAM Launcher

Objective #1: Find and protect the wounded Tech-Com officer in the warehouse offices. The officer will assist in the final confrontation by operating a turret at the base entrance.

Level 4: Tech-Com Base Staging



Descend the east stairs.



There's a door to the north, but don't go through it yet. Detour right to find an Ammo Crate. Return to the doorway. You will get some enemy fire from through the window on your left, so move fast.



Go through that northern door (open it by walking through it). Be ready for battle; several green and yellow T-900s are waiting and ready to fire.



When the room is clear, search near the western wall (behind a truck) for a Power Cell. You need it.



Continue through the north doorway. Another line of green T-900s marches toward you.



Near the northwest corner of the room is an Ammo Crate.



Descend the ramp in the northeast corner to the lower level.



Dispatch the gaggle of green T-900s.



TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE



Go through the retracting wooden doors to the south and face a platoon of yellow and green T-900s.



Blast your way through the debris blocking the door to the south. It takes seven Plasma Grenade shots.



Ascend the stairs to the east and take on another green T-900 and a Light Tank.



In the southwest corner of the room, look at the floor to find a new weapon: a Tech-Com Micro Rocket Launcher.



Duck and fire in the courtyard to eradicate several green T-900s, Light Tanks, and a Standard Fighter high overhead.



In the leftmost alcove along the wall is an Ammo Crate.



Along the western wall, look for a Continue power-up.



Level 4: Tech-Com Base Staging



In the rightmost, destroy a trash bin to expose a hidden Power Cell.



Continue south, past the doorway (on the right) through which is Captain Friedman. Turn left and destroy a metal barrel to find another Power Cell.



Return to the doorway and go through, gunning down the green T-900 standing guard outside the warehouse office.



Go left into the warehouse office and dispatch the green and yellow T-900s.

NOTE
Captain Friedman's guard (a Tech-Com Soldier) may rush out to aid your fight. This isn't the Captain.



Go through the doorway in the back office to find Captain Friedman taking cover behind a barricade. Approach and speak with him.



Escort him (killing any T-900s that pop up) to the gun turret outside (right out of the office and right again).

Objective #1: Accomplished.



TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE

Objective #2: A Transport recently flew over the Tech-Com garage base and has deployed a full battalion of Light Tanks. Eliminate all enemy units and proceed to the LA Battlefield.



Gun down any T-900s in the area. Turn right and look into the corner to find an Ammo Crate and a Tech-Com SAM Launcher.



Blast the rack blocking a door to the ladder's right. Bust through and fire away at the green T-900 and lift the Power Cell he was guarding. Left of this is another Tech-Com Micro Rocket Launcher (if you missed the other one).

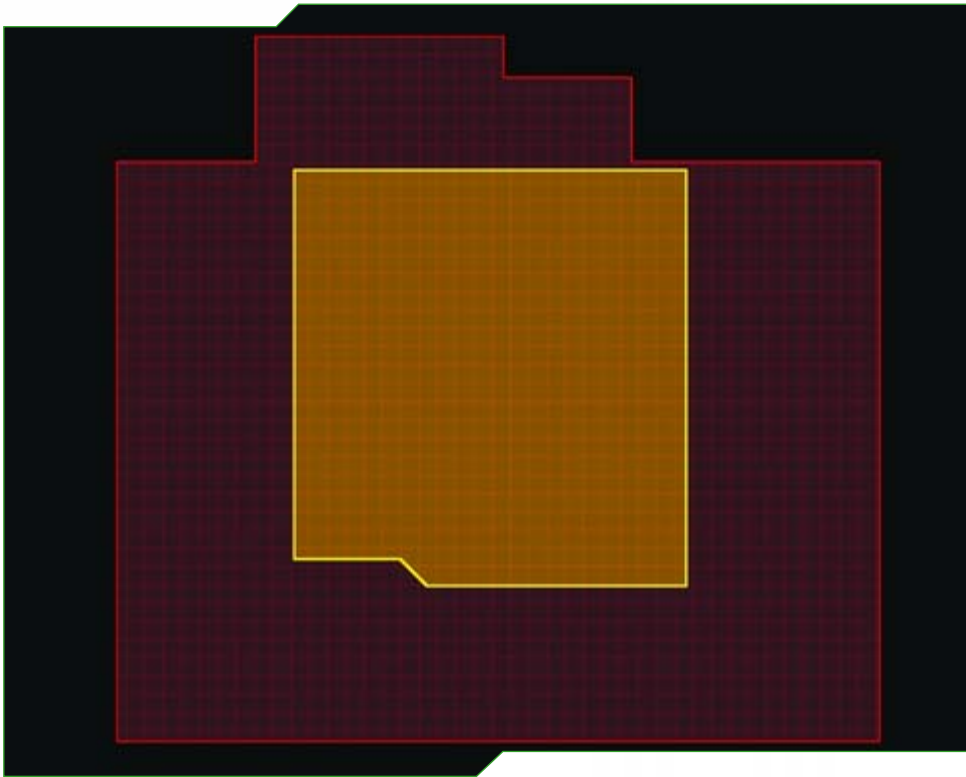


Go through the southern door ready to rumble. You can head for the turret in front of you, but grab the Power Cell on the way. When the Light Tanks are destroyed, the objective and level are complete.

Objective #2: Accomplished.

Level 5: Tech-Com Base Staging Area Fight

Level 5: Tech-Com Base Staging Area Fight



Objectives

1. Defeat the Skynet Terminator.

Enemies

- T-850 ("Infiltrator")

Weapons

- None

Objective #1: Defeat the Skynet T-850 Terminator that is guarding the entrance to the downtown LA Battlefield.



With the equally slow Infiltrator, you can be aggressive, initiating moves at surprising moments. You can also keep your distance and let him make the first move before capitalizing on his mistakes.

This evil version of your Terminator model (known as the "Infiltrator") is stationed to prevent you from reaching the LA Battlefield. You must defeat him in hand-to-hand combat to pass.



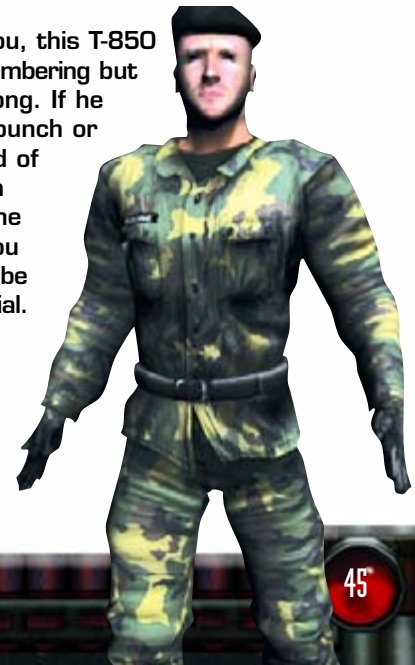
Hold the block button to prevent holds such as this, or you can even pull a reversal if your timing is right.

Just so you don't get confused **NOTE** which Terminator is yours; your Terminator is dressed in sleek black, and the Infiltrator is in a torn brown Skynet uniform.



Simple punches can set up big, metal-skeleton-crushing throws.

Like you, this T-850 is a bit lumbering but very strong. If he lands a punch or gets hold of you for a throw, the points you lose will be substantial.



TERMINATOR 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE



Keep it simple. The double kick does a bit of damage and gets the Infiltrator on his back and out of attack range.

Use your block liberally and, if he fails to land a punch, pounce on him with a fist-filled combo.



Extreme damage to your opponent does slow his movement but not his ability in combat.

When you've reduced the Infiltrator to 0 power (before he does likewise to you), the fight and the mission are done.



Finish the Infiltrator with a spectacular throwdown!

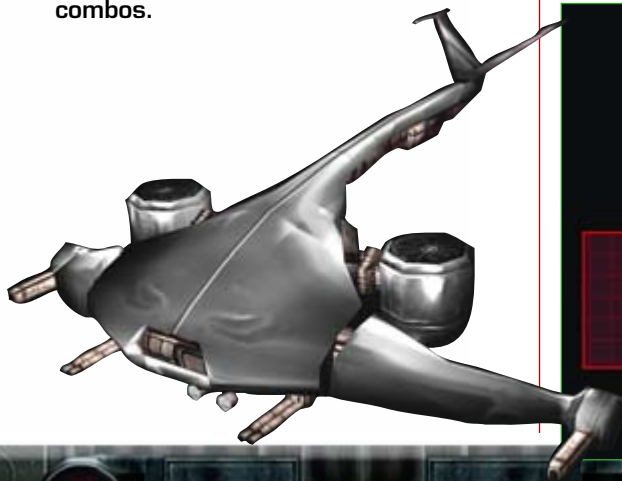
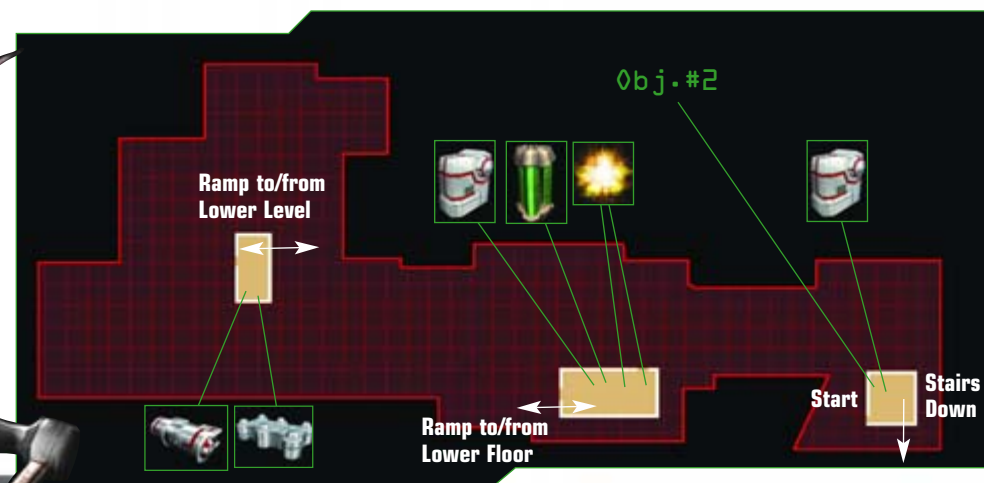
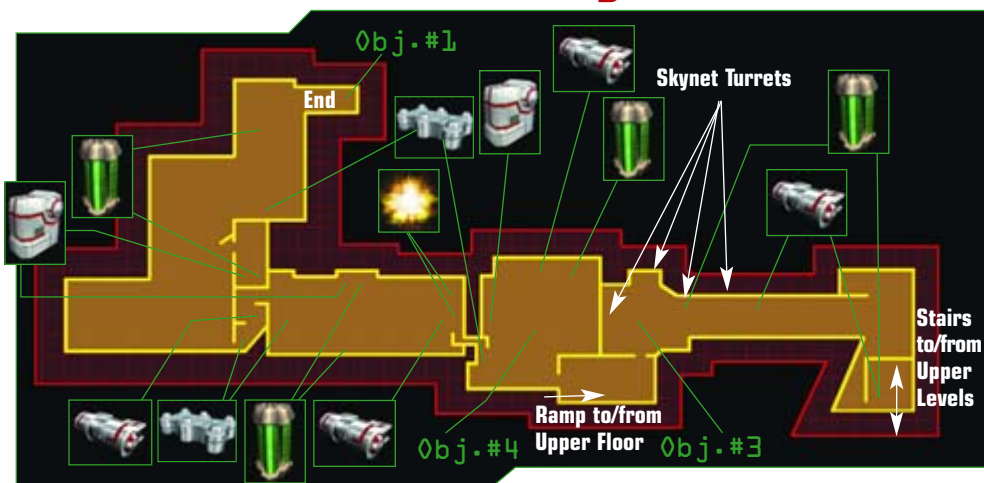
Objective #1: Accomplished.



Even weakened, the Infiltrator can pull off huge throws like this.

Keep the Infiltrator moving, and you'll find plenty of openings to initiate combos.

Level 6: Downtown Los Angeles



Objectives

1. Find the sewer that leads to Hollywood.
2. Destroy the F/K Standard Fighter.
3. Destroy Skynet turrets.
4. Assist Tech-Com forces by clearing out all Skynet units.
5. Destroy F/K Tanks.

Enemies

- Standard Fighter
- T-900, yellow
- T-900, green
- Kite
- Turrets
- Rover
- Transport
- Light Tank

Weapons

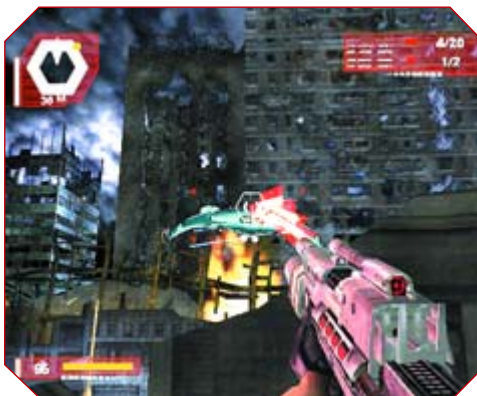
- **Skynet Plasma SMG**
- **Tech-Com Light Machine Gun**
- **Tech-Com Sniper Cannon**
- **Ammo Crate**
- **CRS Phase Plasma Rifle**

Objective #1: Find the sewer that leads to Hollywood.



You begin facing north on the roof of a building. Tech-Com soldiers scurry about in the midst of a firefight with several F/K Standard Fighters (looming overhead to the north) and the Kites they dispatch. Ahead is a soldier manning a turret gun (one that you can't use).

Objective #2: Destroy the F/K Standard Fighter and all of the F/K Kites it deploys.



Move forward and open fire on the F/Ks themselves. Don't bother with the Kites unless they attack you directly (allowing the Fighters to stay just creates more Kites). Ground both Standard Fighters as quickly as you can.

NOTE
You may not have to do all the heavy lifting around here. One or both of the Fighters may be shot down by the Tech-Com soldiers.

Objective #2: Accomplished.

NOTE

Just downing the Standard Fighters isn't enough to complete the mission objective, but it can be. If stray Kites lurk in the building below, the objective won't clear until they're toasted too. If you don't register the objective completion here, be patient.



Search the top of the roof to find an Energy Cell in the northwest corner.



Locate the stairwell in the northeast corner of the roof and descend to the second floor.



Forcibly dismantle any stray Kites you find here and use the stairwell in the southeast corner to reach the first floor.

TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE



Search the first floor for a Power Cell and an Ammo Crate along the southern wall.



Exit the building to the west and turn right (north) to join the battle. Help the soldiers finish off any T-900s in the street.

Objective #3: Evading soldiers require assistance. Destroy all Skynet Turrets.



March slowly down the road to the west and beneath the underpass. En route you can find an AmmoCrate.



As the road slopes uphill, put up your guard. You must dismantle four deadly turrets ahead. Note the very important Power Cell on the right as you near the clearing.

TIP
The secret to survival in this crossfire is to fire from places that turrets can't target (below them) and making sure that you are shielded from fire from other turrets whenever possible.



Look up and to the right as you near the clearing, and fire at the first turret.



Take a step or so forward, turn around, and look up to find the second atop the overpass. Knock it offline!



Creep up to the Power Cell and inch your way left until you have a clear shot at the turret in the center of the clearing. You may have to take cover between shots to avoid return fire. Don't move out so far that you get in range of the final turret to your right.

Level 6: Downtown Los Angeles



Finally, go back to the Power Cell and face the wall. Sidestep until you can see the final turret (to the north). Duck behind cover between shots to avoid damage.

Objective #3: Accomplished.



Enter the doorway to the south and turn right (west) to move through this abandoned building.



In the middle room, a pair of Rovers attacks you.



At the western end of the building, a green T-900 is not happy to see you. A door leads out, but go upstairs via the ramp first.



Move east through the upstairs of this building, discombobulating three Rovers. Just before the floor disappears, you'll see a Power Cell, an Energy Cell, a Tech-Com Light Machine Gun, and a Tech-Com Sniper Cannon. Return downstairs to the door on the western wall.

Objective #4: Assist Tech-Com in destroying the F/K Transport and destroy all the T-900 units in the area.



Venture outside to be greeted by a score of green T-900s.



TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE



Inspect the gas station in the north-east corner to locate a Plasma Grenade and a Power Cell.



When the Transport passes overhead, nail it before it can descend. Finish by polishing off whatever T-900s remain.

Objective #4: Accomplished.



Along the western wall, track down an Energy Cell and (in the southwest corner) another crate of Plasma Grenades.



North of the grenades is the passage to the next area. Go west through it and be ready to fight a slew of Kites and yellow T-900s.



Level 6: Downtown Los Angeles



When all opposition's clear, there's treasure to be had. Just north of where you entered (you may need infrared vision to see these), you can find Ammo Crates and a CRS Phase Plasma Rifle.



South of the entrance, locate an Energy Cell.



Along the southern and northern walls, you can find Power Cells.



Farther down the northern wall is another Energy Cell.



Finally, right near the passage to the west, you'll find a large crate of Plasma Grenades. Move through the passage.



As you follow this twisty hall, you'll spot an Ammo Crate and a Power Cell.

Objective #5: Clear tunnel of all F/K Tanks so Tech-Com personnel can set demolition charges.

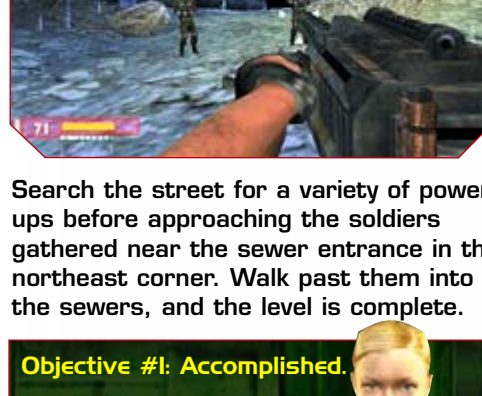
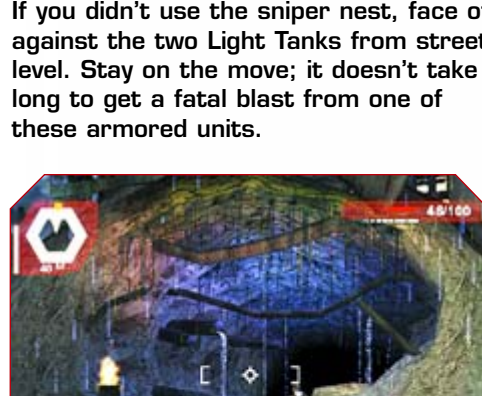
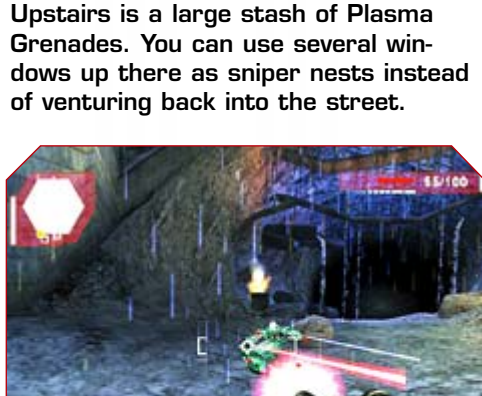


As you emerge into the next open area, you discover a lot of opposition arrayed against you. Several green T-900s and a platoon of Light Tanks are in need of termination.

TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE



Battle the T-900s in the area closest to the entrance, then head north to a small doorway in a building along the eastern wall. Inside on the lower floor you can find a Power Cell and an Energy Cell.

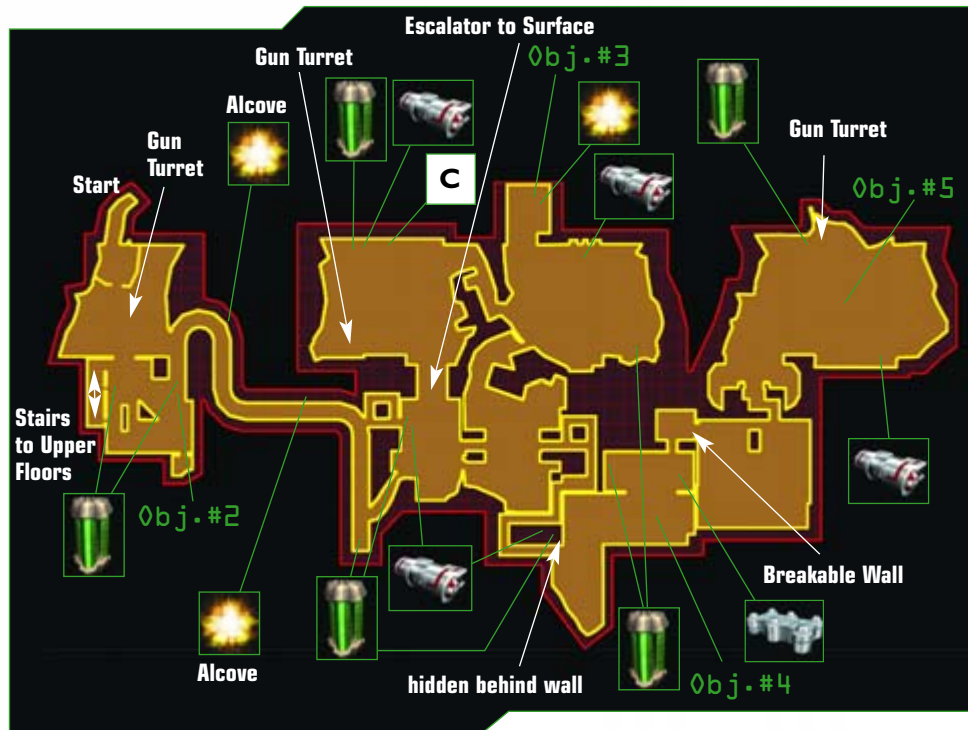


Search the street for a variety of power-ups before approaching the soldiers gathered near the sewer entrance in the northeast corner. Walk past them into the sewers, and the level is complete.

Objective #1: Accomplished.



Level 7: Hollywood



Objectives

1. Acquire Fuel Cell Bombs from weapons cache.
2. Clear the sewer entrance.
3. Rendezvous with strike team.
4. Destroy F/K Kite refueling station.
5. Find tunnel to San Fernando Valley.

Enemies

- T-900 Green
- T-900 Red
- F/K Kite
- F/K Fighter-Standard
- F/K Tank-Medium

Weapons

- Skynet Plasma SMG
- Skynet Assault Cannon
- Skynet Phase Plasma Rifle
- Tech-Com Light Machine Gun
- Hydrogen Fuel Cell Bombs
- Tech-Com Micro Rocket Launcher
- CRS Phase Plasma Rifle
- Tech-Com SAM Launcher



Move south beyond the barricade, but be ready for a pitched battle.



You meet your first red T-900s. Be sure to snag one of their Assault Cannons—nice weapon.



Overhead potshots are courtesy of passing Standard Fighters. Shoot them out of the sky to keep them from annoying you further.

TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE



If you want to preserve ammo, there's a stationary gun turret straight ahead.

Objective #1: Acquire Fuel Cell Bombs from weapons cache. We must have Fuel Cell Bombs to destroy rubble blocking sewer entrance.

Once the immediate threat has passed, you can access the situation. South of the turret is a three-story building. If you enter it and go left, you'll come to a blocked subway tunnel. This is the way you need to go, but the blockage is indestructible until you complete the first objective.

If you go right as you enter the building, stairs lead up. On the top floor, hidden behind a breakable wall, is a weapons cache with some Hydrogen Fuel Cell Bombs. Return downstairs and use one of these to blow open the sewer.

Note that you must complete the mission objective for this to work. If you already have Hydrogen Fuel Cell Bombs, they won't make any difference unless the Objective #1 is complete.



Go south past the gun turret and into the building. A Power Cell awaits.



Turn right and go through the doorway to the stairwell. Fight the green T-900s as you climb.



There's no mission-critical reason to enter the room on the first floor, but there is a Power Cell to the left as you enter. Continue up the stairs, fighting more T-900s on the way, to the top floor.

NOTE
If you look down the center atrium of this building, you'll see three floors, but you can get to only the first and third.



The top floor is lousy with T-900s and Kites. Hovering above and shooting in through the open roof is another Standard Fighter (stay out of its range or shoot it down).



Behind a metal box in the southeast corner of the room is a wall section that's a different color than the rest. Fire a few shots, and it shatters. Inside is the weapons cache and the Hydrogen Fuel Cell Bombs you need. There's also a Tech-Com Light Machine Gun and a Power Cell for your trouble.

Objective #1: Accomplished.

Objective #2: Destroy the rubble in the ground floor of the old historic bank to gain access into the sewer. Travel through the sewer to reach the Metro station.

Level 7: Hollywood



You must fight your way past more green T-900s to return to the ground floor.



Turn right as you emerge from the stairwell, then right again to find the door to the blocked tunnel in the southeast corner of the room.



Follow the hallway to the cave-in and blast the rubble with a Hydrogen Fuel Cell Bomb.



Drop into the tunnel. Turn around and blast the iron bars to access a Power Cell.



Proceed north, following the twists and turns of the tunnel. This is no simple stroll through the sewage, however; the tunnel is full of red T-900 and Kites.

Objective #3: Locate Tech-Com strike team inside the lobby of the theater.



Just after you round the first corner, look for a rubble-filled hole in the wall on the left. Fire a shot into it to clear the rubble and lay claim to a Tech-Com Micro Rocket Launcher.



Farther along the tunnel (see map), another rubble-closed alcove appears. Shoot to clear it out and nab a CRS Phase Plasma Rifle.



At the end of the tube, blast the last T-900 and, momentarily walking past the exit, blast open the iron grate and pick up his Power Cell.



Exit the tunnel via the big hole on east wall.



As you emerge in the subway station, a bunch of green T-900s confront you.



Near the east wall, pilfer a Power Cell and some Plasma Grenades.

The longer you linger down here, the more enemies will arrive.

NOTE

TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE

Climb the stairs to the street. If the metal shield sealing the station hasn't been blasted away, do it now. When you reach street level, fire at will against the scads of T-900s.



Overhead Standard Fighters rain down death. Ground them with your weapon or hop behind the gun turret left of the stairs.



In the northwest corner are a Power Cell and crate of Plasma Grenades. Next to these power-ups, shoot the Walk of Fame star (it shows up as a target in your infrared HUD) of a familiar actor. Beneath the street is a bonus Continue.



Get to the exit in the northeast corner of the area and walk carefully down.



Annihilate the green T-900s and the Standard Fighter in the sky before scouring the streets for a Power Cell (southeast corner) and a crate of Explosives and Plasma Grenades (behind some rubble along the north wall).

The theater will be empty until you entirely clear out the street and sky in the area outside. If one T-900 walks on this block, the strike team won't come out of hiding.

NOTE



Enter the theater in the northwest corner to find the pinned-down strike team.

Objective #3: Accomplished

Objective #4: Find and destroy the Skynet refueling station within the Hollywood and Highland Mall.



After a brief conversation, pick up the Tech-Com SAM Launcher from the feet of a soldier. Exit the theater the way you came in and face down several more green and a red T-900s.



Continue to the next area via the passage in the southeast corner.



When you emerge, rush straight across (taking down green T-900s in your wake) to an open doorway to the southeast. A red T-900 blocks the way.



As you enter, turn right to face a half wall. Shoot the lower part of the wall to reveal a Plasma Grenade and a Power Cell. Continue down the hallway.

Level 7: Hollywood



As you reach the Kite refueling station, the area is guarded by many T-900s and Kites. Blast the refueling station first, then mop up its protectors.

Objective #4: Accomplished

Objective #5: To reach Skynet Labs in the valley, you'll need to access the main tunnels guarded by an F/K Tank-Medium.



Pass through the open doorway to the north and gather the crate of Plasma Grenades (southeast corner) and the Power Cell (northwest corner, hidden under a stack of cargo).



Exit through the door on the north wall.



Much old junk is stored in this room. There's one real gem though: the Missile Command™ arcade game. Push Use Object when standing in front of it for a little retro action. Once you find this machine and play a game, Missile Command™ will be unlocked in the Special Features menu.



When you're ready, blast the wall in the southeast corner and follow the passage.



In the shadow of the Hollywood sign, you're in for a fight. The place is crawling with Kites and T-900s of all kinds and a fleet of various Fighters overhead. It's a massive force. Fortunately, you don't have to battle them; you just need to get out.



Go straight, veering slightly left as you enter. Along the north wall is a doorway; rush through it.



Beat down the red T-900 and bust through the barricade to the north.



In this wide-open area, get ready for a humdinger. The courtyard is thick with Kites, red T-900s, and Standard Fighters. In the middle of it all is one big honkin' Medium Tank. You must destroy it to complete your final objective.



To aid you is a gun turret alongside a Power Cell in the north of the area (behind a wall).



You can snag an Ammo Crate from behind a cinder block wall to the south. When the Tank is toast, the objective and the level are history.

Objective #5: Accomplished.

TERMINATOR 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE

Level 8: The Valley



Objectives

1. Find weapons stockpile.
2. Protect Lt. Baker until uplink is repaired.
3. Reestablish communications uplink.
4. Rendezvous with the Tech-Com attack squad.
5. Destroy Light Tanks at the Skynet fuel repository.
6. Rendezvous with Kate Brewster and Tech-Com troops.

Enemies

- T-900, green
- T-900, red
- F/K Fighter-Standard
- F/K Tank-Light
- F/K Tank-Medium

Weapons

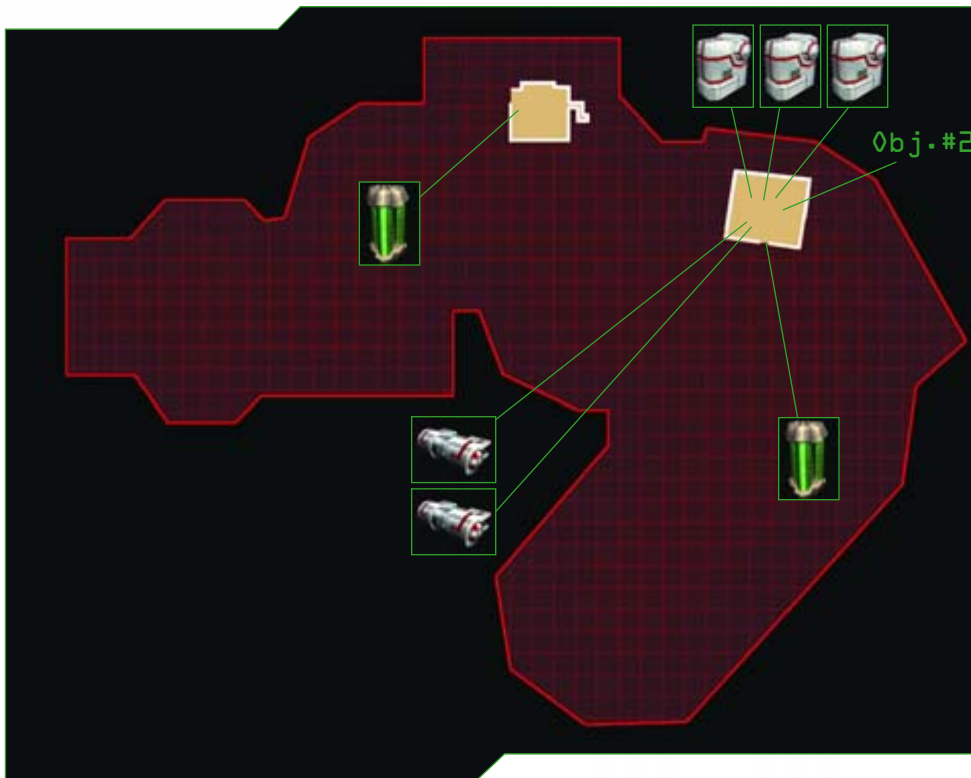
- Tech-Com SAM Launcher
- Skynet Plasma SMG
- Ammo Crates
- Skynet Assault Cannon
- F/K Fighter—Light

Objective #1: Skynet forces have secured a stockpile of supplies from a former Tech-Com post. Recapture the cache before it is destroyed.



Begin your mission by detonating two Light Tanks.

Level 8: The Valley



Climb the ladder to your left to find a small ledge with two Energy Cells.

Ahead and to your right are some

Ammo Crates.



A few steps farther, you can find a doorway cut into the rock wall on the left. This is an underground route to the weapons cache, but there's a better way.

Walk down the road a few meters past the doorway to find, behind two overturned cars, on the left and right two Energy Cells (on the left) and a Power Cell (on the right). You'll likely have to duel with three Light Tanks, some T-900s, and a Light Fighter to get them.



TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE



Continue forward, battling more of the same opposition, and look for a burned-out playground to the north.



Snatch the two Energy Cells next to the door, then peer inside.



Use the doorway for cover and eliminate a pair of Light Tanks guarding the weapons stockpile.

Objective #1: Accomplished.

If you venture through the hallways behind the weapons cache, you can find two additional Power Cells.

TIP



Move straight across the room to claim the stockpile: two Power Cells, two Ammo Crates, a Tech-Com SAM Launcher, and a Skynet Plasma SMG.

The weapons may be concealed under destructible crates. If gunfire from the battle with the Tanks didn't already expose them, shoot the crates.

TIP

Objective #2: Rendezvous with Lt. Baker, the Tech-Com radio officer, and provide escort to the Tech-Com communications uplink.



Return to the playground. Chances are there's a firefight in progress as you emerge. To your left on a high embankment is Lt. Baker. On your right are any number of enemies, but most likely a Light Fighter and a Light Tank. Pick them off fast; the Lieutenant won't live forever.

If Lt. Baker dies before you get to the communications uplink, your mission fails.

CAUTION



Don't approach Baker just yet. Instead, turn right to face north. You should find, just beyond the playground (west), a hole in the a building to the north (check the map if you're having trouble). Venture inside.



The first floor is guarded by two green T-900s and a red T-900. Blast them and head upstairs to the second floor.



Level 8: The Valley



Quickly clear the second floor of all three red T-900s. Here, if you can spare the time, you can find Ammo Crates and two Energy Cells.



Climb to the third floor to find a heap of trouble. A red T-900 (guarding the stairs), three Medium Fighters in the sky above, and two Light Tanks await you. Creep up the stairs until you can see the Fighters (up to the right) and try to pick them off first. Then you can rush upstairs and clear the area.



Rush around to get three Energy Pods, Ammo Crates, and a Power Cell. The computer terminal is the communications uplink; bring Lt. Baker back here.



Go find Lt. Baker and lead him back to the communications uplink. He'll follow, and he'll take cover if you've missed any enemies.

Objective #2: Accomplished.

Objective #3: Radio friendly forces and coordinate a rendezvous point at Skynet Labs.



When he reaches the uplink, Baker requires several seconds to establish communication. You must, of course, protect him during this period.

Objective #3: Accomplished.

Objective #4: Rendezvous with the Tech-Com attack squad near the Skynet fuel repository. These troops will assist in the assault on the three F/K Tanks at the fuel repository.



You may now leave Lt. Baker and return to the street. Continue west and eliminate the hulking Medium Tank, red T-900s, and Light Fighter guarding the road.



Turn right at the first chance and go immediately right into an open building (just left of a burning trash bin).



Enter and meet the attack squad. Before you leave, rummage around the room to find a Power Cell and lots of Ammo Crates.

TERMINATOR 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE

Objective #4: Accomplished.

Objective #5: Three F/K Tanks are being serviced at a Skynet forward area rearming/refueling point. Destroy all three Tanks.



Return to the outside and follow the troops to the fuel repository.



Before joining them, however, enter a building through an opening in the northern wall.



Grab the Ammo Crates and climb the ladder.



Follow the halls to find more Ammo Crates. Return to the street.



Near the gate to the refueling station are an Energy Cell and Ammo Crates.



Rupture all three Medium Tanks and clear out the T-900s guarding them.

NOTE
The Tech-Com soldiers may take out one or more of the Light Tanks before you arrive, so don't be surprised if there aren't three.

Objective #5: Accomplished.

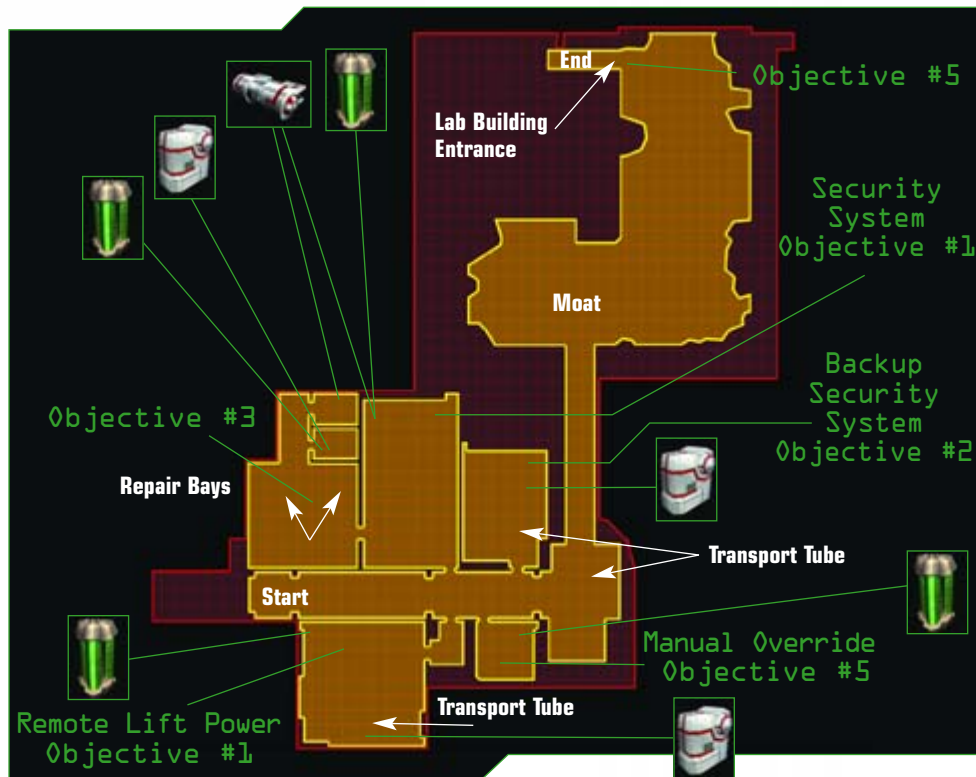
Objective #6: After the remaining Skynet forces are destroyed, rendezvous with Kate Brewster and a squad of Tech-Com troops near Skynet Labs.



Continue westward. Knock out two more Light Tanks and two Standard Fighters. Several grenade boxes can be found along the walls. Head for the chain-link fence. Nab the Power Cell if needed, then meet with Brewster and her troops to complete this mission.

Objective #6: Accomplished.

Level 9: Skynet Labs Perimeter



Objectives

1. Destroy Skynet security system.
2. Disable Backup security system.
3. Destroy Skynet repair bay.
4. Transfer power to lift.
5. Summon the lift.
6. Infiltrate lab building.

Enemies

- T-900, green
- Kite
- Turret
- Standard Fighter
- Light Tank

Weapons

- Skynet Plasma SMG
- Ammo Crate

Objective #1: Access the Bunker's main security computer and disable the warning systems to further infiltrate the base.



Go east to the end of the hall and disable the T-900 transport tube by pounding it with some kind of explosive (Hydrogen Fuel Cell Bombs work great). When it turns black, you've done enough. This'll prevent more T-900s from arriving.

NOTE

This hall has four doors, two on each wall (north and south). Each is marked green (unlocked) or red (locked). They are unlocked by actions you take. If you follow this walkthrough, each door will be opened in turn.

Blue-lit explosive charges on the floor in several places. Shooting these provides alternative ways of entering some rooms before they're unlocked. Because there's no real reason to do that, however, they're really just here for some pyrotechnic fun.



Marching down the hall toward you is a large phalanx of green T-900s. Cut them down where they stand.



TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE



Climb the ramp straight ahead. Turn to face the long U-shaped computer bank (it's marked with a yellow indicator) and shoot until it deactivates. This disables the security system—or it would if there wasn't a backup.

Objective #1: Accomplished.

Objective #2: Locate the security terminal and destroy it to disable the backup systems.

A door in this room leads west, but we'll come back for that.

NOTE

Enter the northwest door (first on the left as you entered) and immediately open fire on the ceiling turret and three green T-900s.

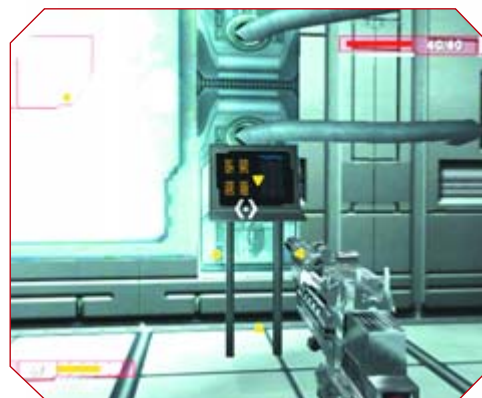


Return to the hall and turn left. Enter the now-unlocked next door on the left (the northeast door).

Immediately turn left and dismantle the ceiling turret.



Turn right and take a step forward to knock out another T-900 transport tube.



Find the console (highlighted in yellow) in the northeast corner and push the Use Object button to disable the backup system.

Objective #2: Accomplished.



Level 9: Skynet Labs Perimeter

Objective #3: Destroy all of the robotic welder arms and repair systems in the repair bay.



Return to the hall and reenter the previous room. Turn left and go through the door on the west wall.



Inside, you'll find the repair bay, which consists of four robotic arms (two in front of you and two on the other side of the partition). Puncture the T-900 in the bay and take down all four robotic arms.

Objective #3: Accomplished.

Objective #4: Enter the plasma injection chamber and manually reroute power to the elevator systems.



On the south side of the repair bay are a rack of Skynet Plasma SMGs and two Energy Cells.



Face north and shatter the ceiling turret before taking the small elevator down to the lower area.

NOTE
This is not the lift referred to in the objectives; that's at the east end of the main hall.

TIP
The Power Cell here respawns very quickly, so return here whenever you need a little repair work.



There are two doors on the right-hand wall. The first has a Power Cell and an Energy Cell. The second has a green T-900 and two Ammo Crates. Return to the hallway.



TERMINATOR 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE



Go to the door straight across (the southwest door), which is now unlocked. Turn right and enter the plasma injection chamber.



Around the western side of the column in the center of the room is a yellow-highlighted switch. Throw it by pressing Use Object. Return to the hall.



Destroy the wall turret straight ahead as soon as you enter. To your left are Ammo Crates and a Power Cell.

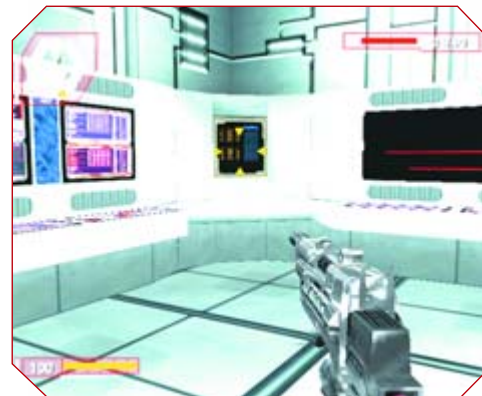


Objective #4: Accomplished.

Objective #5: Call the lift to your level by accessing the manual override control.



Turn right as you exit the room and take the first door on your right (southeast door), which is now unlocked.



On the console (in the southeast corner of the room) is the manual override control (highlighted in yellow). Approach it and press the Use Object button.

Objective #5: Accomplished.

Objective #6: Negotiate the moat area to penetrate Skynet Labs.

Mow down the T-900 straight ahead and veer left to disable the last T-900 transport chamber by using heavy explosives. Mop up any T-900s that emerge before you finished.



Level 9: Skynet Labs Perimeter



Return to the hall and turn right. At the end of the hall, turn right to find a lift platform. Step onto it and turn to face north with your back to the wall.



As you descend, fire at will as turrets and Kites fly into view. You'll be under attack the entire way down, so stay sharp and keep a full clip in your weapon.



Walk forward (north), but turn around as you walk to be ready for a Kite ambush. Turn to face north again and continue.



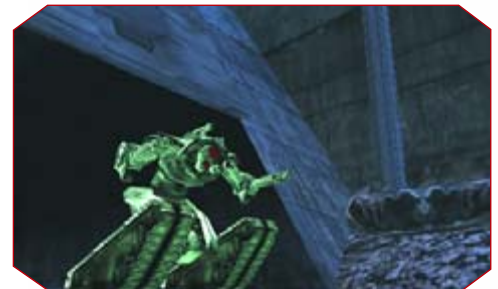
Proceed down the hall to a large blast door. Go through.

The green pools on the ground will cause damage so watch your step.

CAUTION



Fight off as many Kites and Standard Fighters as you can. They'll just keep coming, so don't think you can outlast them.



Rush forward. When you reach the center of the area, the final security system is triggered: a Light Tank. Outwit the Light Tank, and you will finish the objective and the level.

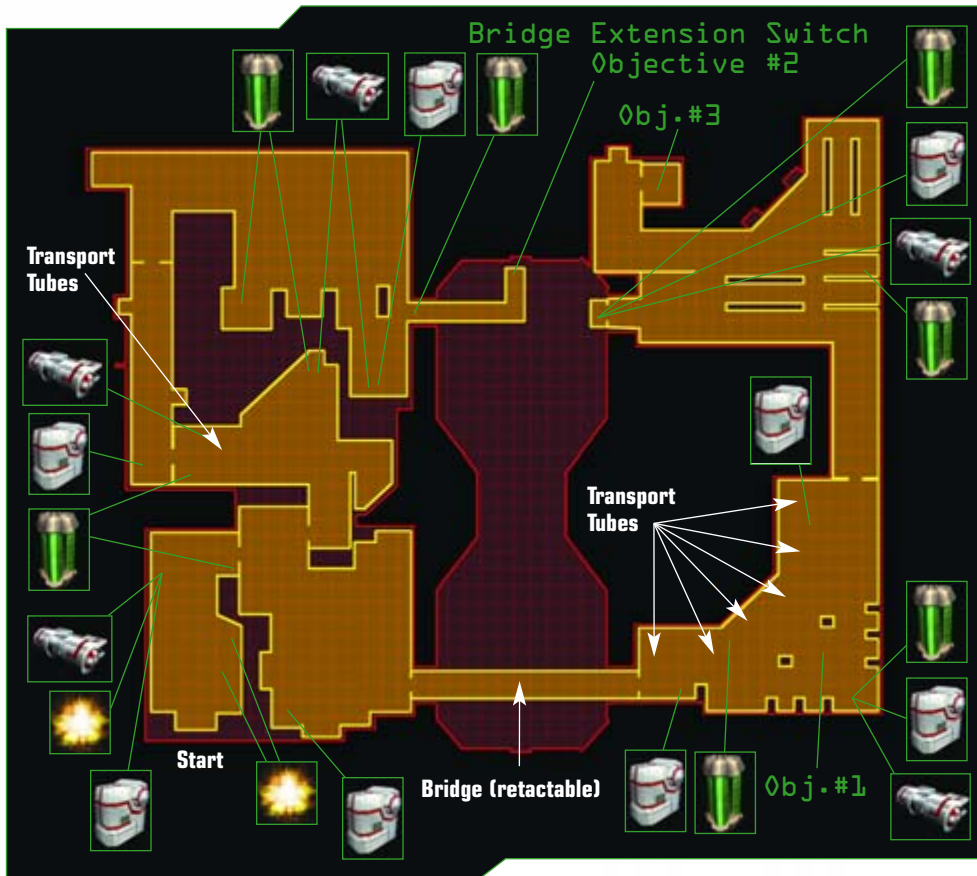
Objective #6: Accomplished.

TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE

Level 10: Skynet Labs Level One



Objectives

1. Disable force wall.
2. Activate and extend bridge.
3. Locate the elevator.

Enemies

- T-900 Green
- F/K Rover
- F/K Kite
- F/K Rover-Bomb
- F/K Fighter-Light
- F/K Turret
- F/K Sentry Gun

Weapons

- Skynet Arc-Laser
- Tech-Com EMP Gun
- Skynet Plasma SMG
- Ammo Crates
- Hydrogen Fuel Cell Bombs

Objective #1: Destroy the Skynet sensor displays to disable force wall controls.



Along the east wall of this uninhabited room, locate a Hydrogen Fuel Cell Bomb and two new weapons: Skynet Arc-Laser and Tech-Com EMP Gun.



In the northwest corner of the room are Ammo Crates and an Energy Cell.



Nab the Power Cell next to the door in the northeast corner and exit the room ready to fight.



From the doorway area, gun down all the green T-900s in this room full of glowing blue orbs.

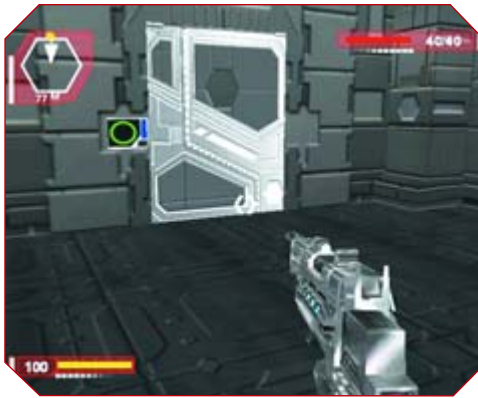
Level 10: Skynet Labs Level One



Climb the ramp to the platform on your right, turn left, and receive an Energy Cell in the southwest corner of the platform. Return to the floor.



Cross the room and climb the ramp to the northeast platform to find a Power Cell and Ammo Crates. Return to the floor.



Venture carefully through the door in the southeast corner. Unfortunately, the bridge is retracted. Looks like you have another job to do first.

Objective #2: Find and activate the manual override to extend the bridge.



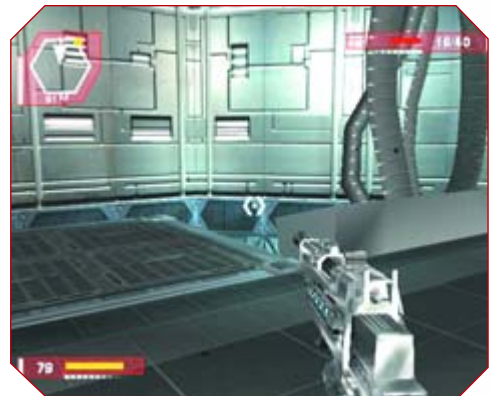
Go to the northwest corner of the room (near where you entered) and go through the doorway leading east.



Turn left and quickly batter a Rover and a Kite.



Peek around the corner to the left and destroy all the T-900s, Kites, Rovers, and the T-900 transport tubes.



TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE



When the room is clear, turn around to face east and ride a small lift down. Pick up the Energy Cell and ride back to the main floor.



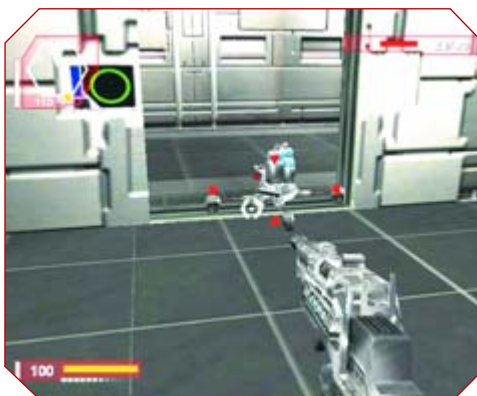
Look amidst the transporter tubes for Ammo Crates and (left of the door) another Power Cell.



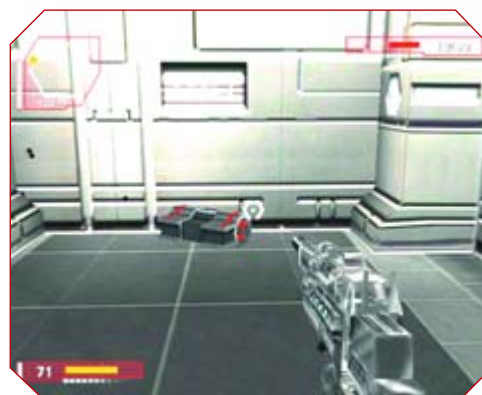
Venture into the hall and disable the two turrets.



Turn right and find a Power Cell and Ammo Crates behind some steaming pipes.



Open, but do not enter, the door. Backpedal and open fire as a Rover Bomb hurtles at you. When that threat has passed, pass through the doorway.

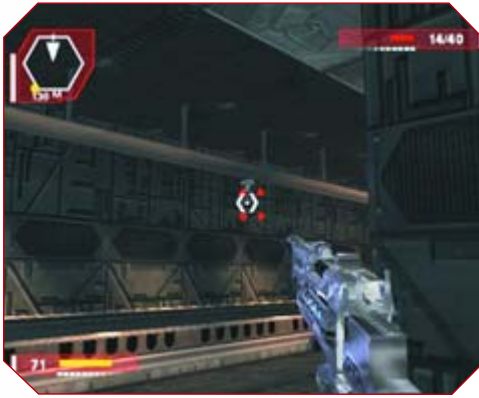


Turn to face south and acquire some Ammo Crates at the south end of the hall. Enter the door at the north end of the hall.



Turn immediately right and do battle with several Kites and Rovers. If you stay in the doorway, you won't attract the attention of the turrets in alcoves of both walls.

Level 10: Skynet Labs Level One



Go down the ramp and turn slightly right so you can see the first turret mounted on the ceiling. Blast it!



Face east and venture off the ramp, firing hard at Kites, two more ceiling turrets, and a green T-900 in the distance.



Continue east and another turret, several more Kites, and more green T-900s announce themselves.



In the southwest corner of the room is a Power Cell.



Face east and jump over the conveyor belt. A final green T-900 opens fire. Behind him you can find Ammo Crates and an Energy Cell.



Look east to the orange glowing pipe. Move to its southern tip (right as you look at it), and you should see a Power Cell on a ledge behind it. Move around the pipe and jump up onto the ledge.



Face east and pick up the Power Cell.

CAUTION

Yes, the fall will kill you, so be careful.

TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE



Walk very slowly east along this elevated pipe, turning north at the junction. Approach the switch and press Use Object.

Objective #2: Accomplished.



Return to the orb room and go through the southeastern door.



Cross the extended bridge.



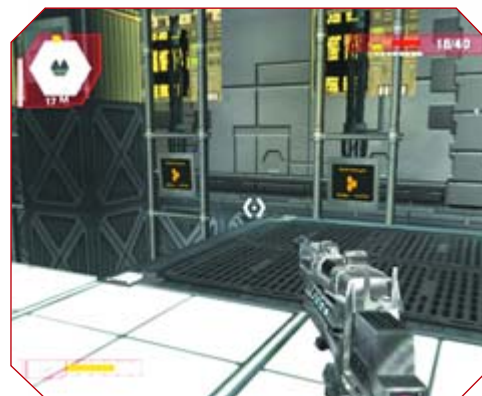
As you open the door, a pair of Rover Bombs rush toward you. Attack!



Snag the Energy Cell to your right and take a moment to disable the line of T-900 transport tubes in front of you.



Round the corner to the north and waste several more green T-900s, Rovers, and transport tubes.



Turn around to face south and ride a small lift down.



Deal harshly with several Rovers and T-900s.



There's a Power Cell right next to the lift.

Level 10: Skynet Labs Level One



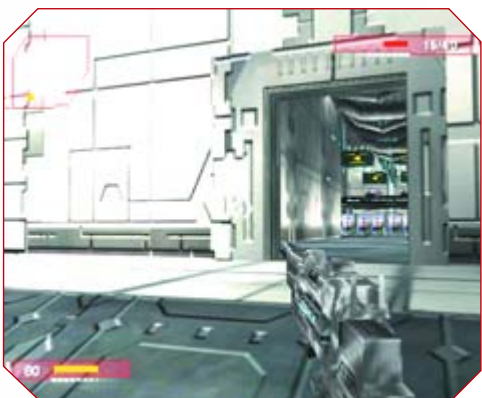
Follow the pit east to disable another transport tube and pick up the Ammo Crates next to it.



Turn to face northwest to find a large computer bank (highlighted in yellow). Destroy it to bring down the force wall.

Objective #1: Accomplished

Objective #3: Locate the main elevator to reach the Skynet interior.



Pass through the doorway to the north.



Fight hard but carefully in this convoluted room full of Rovers and green T-900s.



Be especially wary of the two turrets set into the diagonal wall to the northwest.

Truth is, you don't have to fight in this room any more than you want to. You can simply make a beeline to the elevator hall in the northwest corner.

TIP



Amidst the computer banks you can find a Power Cell.



When you're ready to leave, face west to see a door (left) and a ramp (right). Take the door first to find a stash of Energy Cells, Ammo Crates, and Power Cells.



Go down the ramp. Turn right and unload on a Sentry Gun guarding the elevator.



When he's been dismissed, enter the doorway to reach the main elevator.

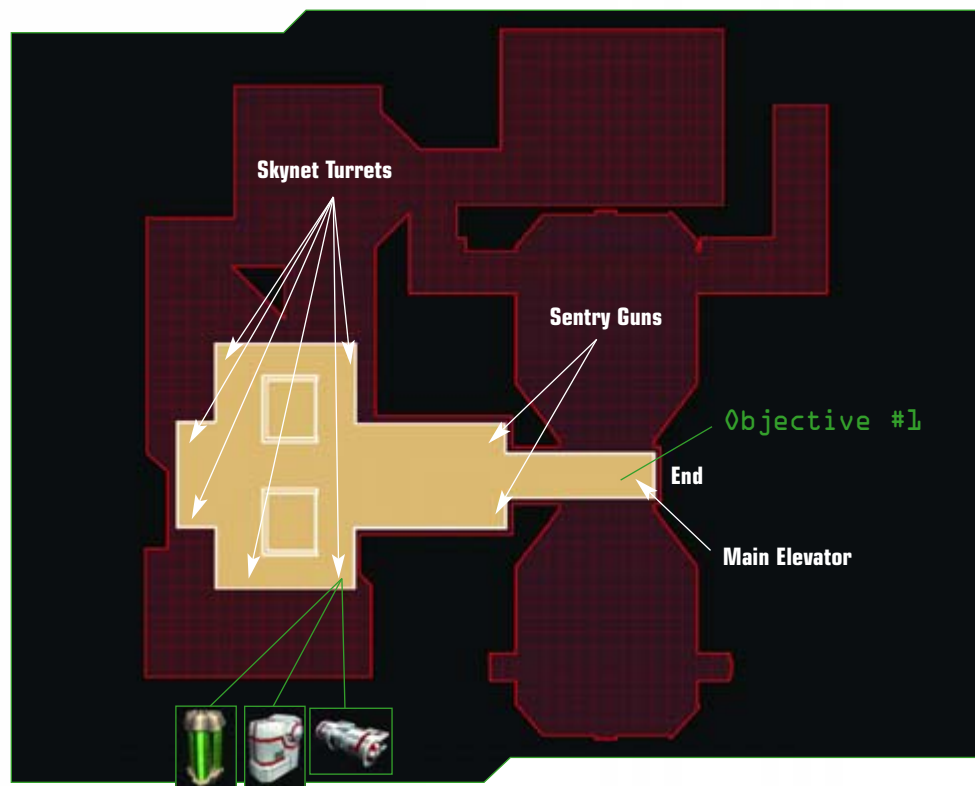
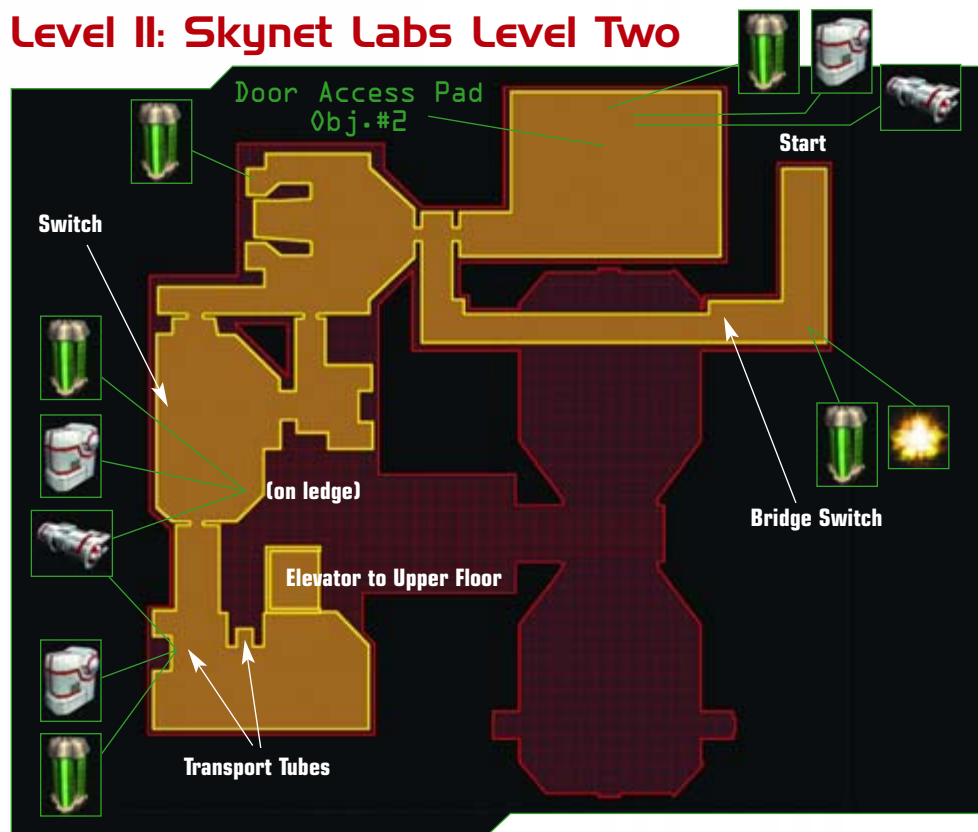
Objective #3: Accomplished

TERMINATOR 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE

Level II: Skynet Labs Level Two



Objectives

1. Locate elevator to the time displacement chamber.
2. Locate access pad.

Enemies

- F/K Tank-Light
- T-900 Green
- F/K Rover-Bomb
- F/K Rover
- F/K Turret
- F/K Sentry Gun

Weapons

- Skynet Plasma SMG
- Plasma Grenades

Objective #1: Locate elevator to the time displacement chamber.



Peer down the ramp and unload on a passing Light Tank. Walk down the ramp and snag the Power Cell.

Level II: Skynet Labs Level Two



At the ramp's base, turn right to look across a wide gorge. Several green T-900s fire from across the chasm. Lob something explosive their way before proceeding.



Turn right to face the bridge extension switch. Press the Use Object button to activate it and open the route to the other side.



Cross the bridge and turn the corner to face a trio of green T-900s and a pair of wall-mounted Turrets.



There's a door on the left wall. It's locked. The switch, you're informed, is in the room across the hall.

Objective #2: Locate access pad. The data codes to activate the displacement device are downloaded from the cyber transmitter.



Enter the door on the east wall (it's unlocked), but be ready for the traditional Rover Bomb greeting.



Shoot the boxes in the northwest corner to uncover an Energy Cell and Explosives.

TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE



Drop into the lower (eastern) half of the room and smash the three Rover Bombs stationed there. Look for a Power Cell, an Energy Cell, and an Ammo Crate.



Near the northeast corner of the room is a small raised platform; it's the access pad. Step on it and press the Use Object button. Return to the hall.

Objective #2: Accomplished.



The door on the west side of the hall is now unlocked. Enter it ready for battle.



Several Rovers dot the floor, and a Turret graces the right-hand wall.



Hidden in the northwest corner of the room is a Power Cell.



Creep toward the south wall of the room, facing west, and attack the Light Tank and Wall Turret guarding the next doors.



Two doors are on the south wall; the left-hand door is unlocked and the right-hand door is locked. Enter the left-hand door to find a way to open the other.



As you enter, gun down any green T-900s that stroll up the ramp to the right.



Level II: Skynet Labs Level Two



Peer down the ramp and pick off a brace of Light Tanks and several green T-900s.



When all's clear, face the yellow-high-lighted switch at the ramp's base and press Use Object. This unlocks the other door and extends the bridge you now see overhead.



Return to the other door and cross the bridge. Jump off the bridge to the left platform to pinch a Power Cell and Explosives. Leap onto the bridge and continue on your way (south).



Walk toward the T-intersection and short-circuit the Wall Turret to the left.



Walk toward it and ride the small lift to the floor below.



Unload on a large cadre of green T-900s and disable the two T-900 transport tubes.



Approach the red elevator switch on the northwest wall and press Use. This powers the nearby elevator.



Approach the large greenish door on the north wall and step onto the elevator.

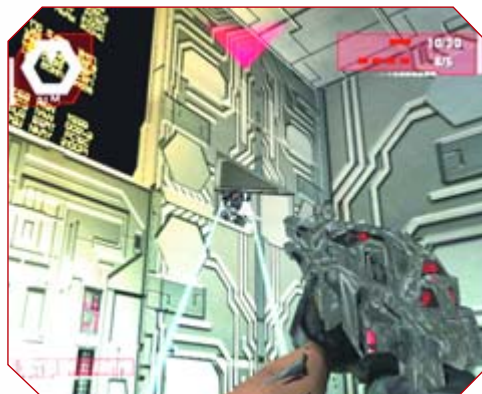
TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE



While riding the lift, face to the right; this is where the door opens at the top.



Take cover and disable the room's copious stationary defenses: six Wall Turrets and a pair of Sentry Guns.



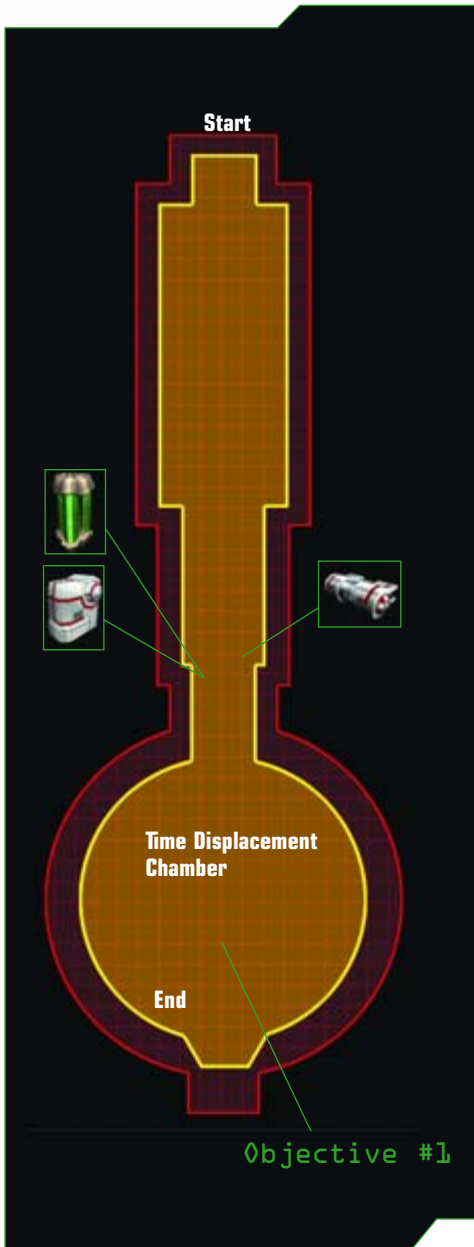
Rush down the hall to the east to find the elevator to the time displacement chamber. Approach the green console to complete the objective and the level.

Objective #1: Accomplished.



Level 12: Skynet Labs Time Chamber

Level 12: Skynet Labs Time Chamber



Weapons

- Skynet Plasma SMG
- Skynet Assault Cannon

Objective #1: Remove all Skynet sentries guarding the displacement chamber.



Rush south down the hall, eradicating the twin Sentry Guns and a hovering Light Fighter.



Go through the massive doors to the chamber.



Strafing and in constant motion, wipe out every one of the T-900s protecting this room. If you stop moving for a moment, all is lost.



When the room is 100 percent Skynet-free, the objective and the level are done.

Objective #1: Accomplished.

Objectives

1. Clear the time displacement chamber.

Enemies

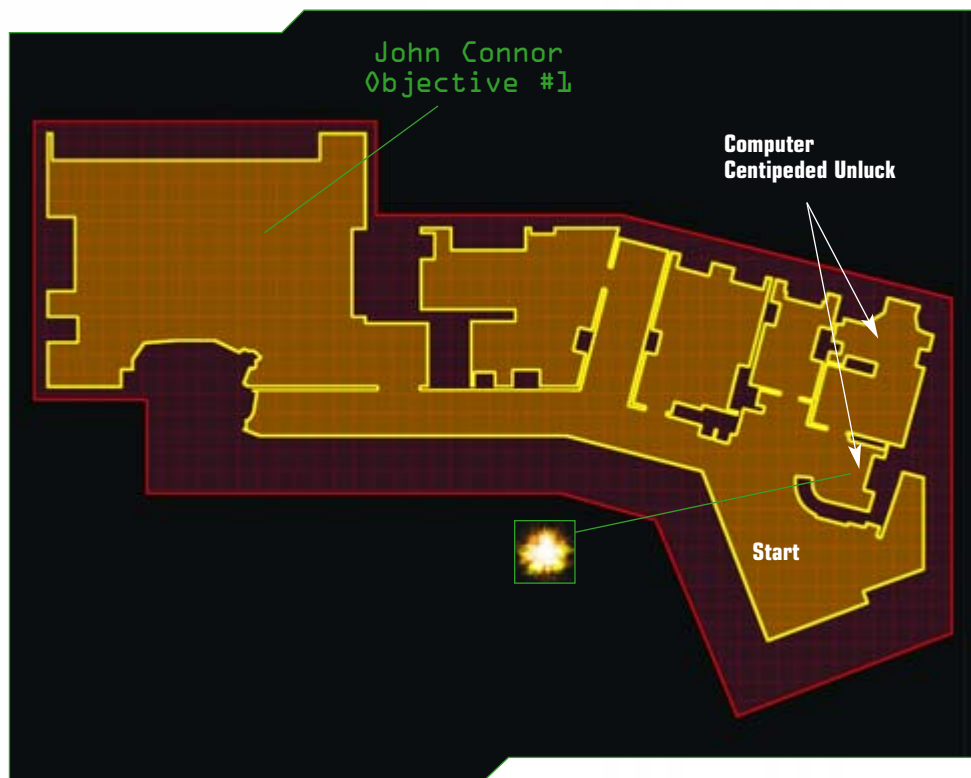
- F/K Sentry Gun
- F/K Fighter-Light
- T-900 Green
- T-900 Yellow
- T-900 Red

TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE

Level 13: Vet Hospital



Objectives

1. Find John Connor.

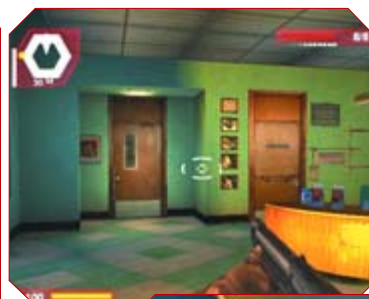
Enemies

- T-X

Weapons

- Pump Shotgun

Objective #1: John Connor has been trapped within the vet hospital. Find John Connor, who is somewhere in the building, before the T-X terminates him.



Standing in the lobby of an early 21st century veterinarian's office is disorienting. Turn left and head west down the long hall.

NOTE
Of the several offices on this hall, only one (the last on the right) holds John. With one exception, there's nothing of use in the other rooms, so there's no reason to go in them.



Walk behind the front desk and stand in front of the computer. Press the Use Object button to receive a blast from the past (that's our past, by the way, not the T-850's): *Centipede*. You can play a few games now or exit and play later from the Special Features: Atari Games menu (it's unlocked in that menu after you press Use Object here).



Level 13: Vet Hospital



When the hall ends at the fiery remains of your vehicle, go right into the room.



John is trapped in a pet cage. Approach him and press the Use Object button to release him.

Objective #1: Accomplished.



When you release him, the T-X extricates herself from the wreckage and engages you in combat.



The T-X is more dexterous and speedy than the Infiltrator you fought many levels ago.



Her moves are much stronger and harder to fend off.

TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE



She's also harder to catch, and that leaves you open for counterattacks.



You can pick up stuff and throw it by pressing the Shove/Throw button. Throw it by pressing the button again.



What makes the T-X truly dangerous, however, is her ability to attack from a distance. In each fight with her, she'll use another more powerful projectile attack. You can block these (the Terminator dives out of the way), but the timing is tricky. In this battle, you face her energy ray.



The way to beat her is with lots of combinations...



...and double kicks to keep her at a distance.



When you have the T-X beaten down to zero power, the fight moves elsewhere, and the level is complete.

Level 14: Crane Chase

Objectives

1. Hold off and fight the T-X so Connor and Brewster can escape.

Enemies

- T-X

Weapons

- None

Objective #1: Fight the T-X to prevent her from terminating John Connor and Kate Brewster.



The fight continues, but now it's atop a moving crane. The only difference here is that the playing field is more confined, meaning it's more difficult to keep the T-X at a distance.



Other than that, keep doing what you did in the previous face-off: lots of combos and double kicks. And watch out for that energy ray!



Don't worry about being thrown from the crane. No matter what happens, you can't leave the vehicle.



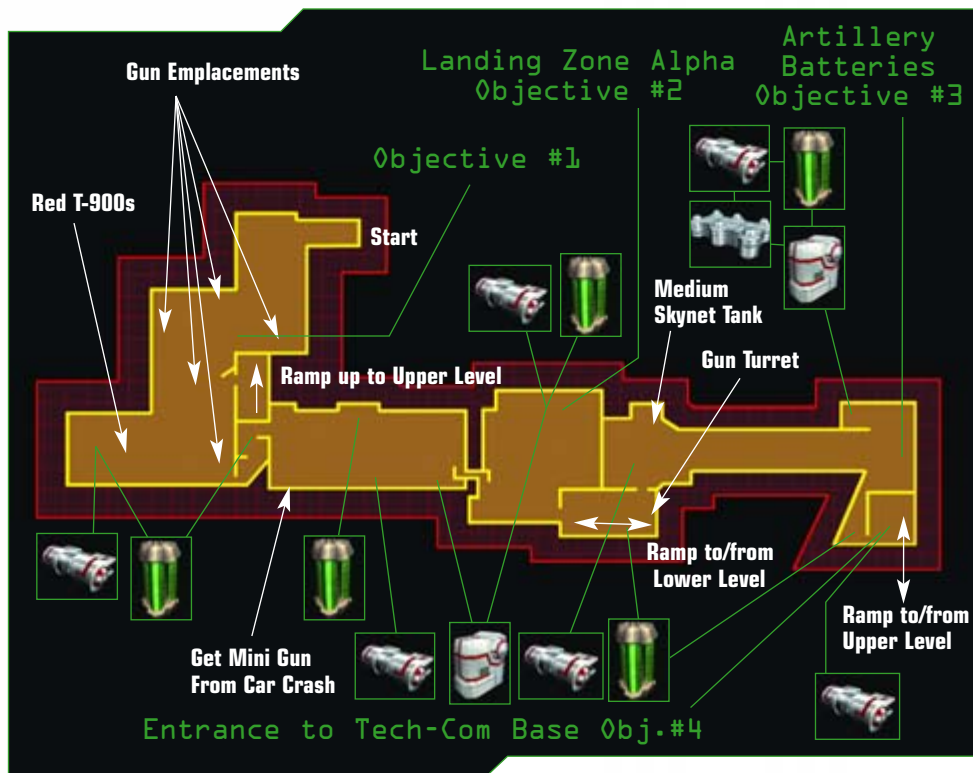
When the T-X is at zero power, the fight is over...or now.

TERMINATOR 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE

Level 15: Downtown Los Angeles (Revisited)



Objectives

1. Clear insertion point of all gun emplacements.
2. Proceed to landing zone alpha and terminate all threats.
3. Destroy Tech-Com artillery batteries.
4. Locate the entrance to the Tech-Com base.
5. Terminate John Connor.

Enemies

- Tech-Com Soldiers
- Tech-Com Officers

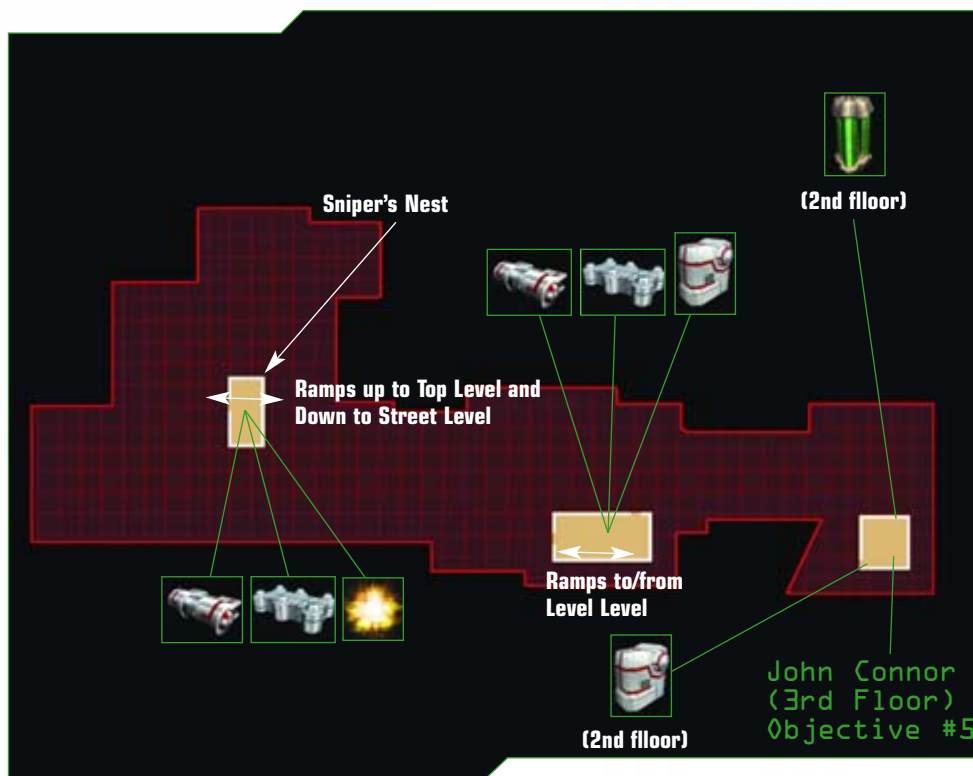
Weapons

- Skynet Phase Plasma Rifle
- Skynet Assault Cannon
- Tech-Com Plasma Rifle
- Tech-Com Light Machine Gun
- Tech-Com Micro Rocket Launcher

Objective #1: Clear insertion point of all gun emplacements before proceeding to landing zone.

NOTE

This is the same map of downtown LA used in Level 6. This time, however, you start at the opposite end (the sewer tunnel) and head toward Level 6's starting point (the Tech-Com base). You're also fighting for the other side in this flashback; Tech-Com Soldiers are your targets, not your allies.



March west out of the sewer tunnel.

Level 15: Downtown Los Angeles (Revisited)



In the large open area beyond the sewer, deal harshly with any Tech-Com soldiers you meet.



Your focus, however, should be the five gun emplacements arrayed around the area. You must shatter all five to complete your first objective.

If you covet the red T-900s' weapons, fight near them and claim the dropped weapons when a red T-900 is deactivated. **TIP**



Along the eastern wall is an open doorway. Inside, you can eliminate those pesky snipers at close range.



You can also grab some needed goodies. On the second floor, you can find lots of Plasma Grenades and a Tech-Com Micro Rocket Launcher. Return outside and continue your march south.



As you reach the intersection, you get some help from Skynet.



In the southwest corner, find a Power Cell and Plasma Grenades.

TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE



When the gun emplacements are gone, exit through the passage in the south-east corner.

Objective #1: Accomplished.

Objective #2: Proceed to landing zone alpha and terminate all Tech-Com Soldiers found there.

NOTE
There's no need to wipe out every Tech-Com Soldier; it's a waste of ammo and time. After the guns are gone, move on.



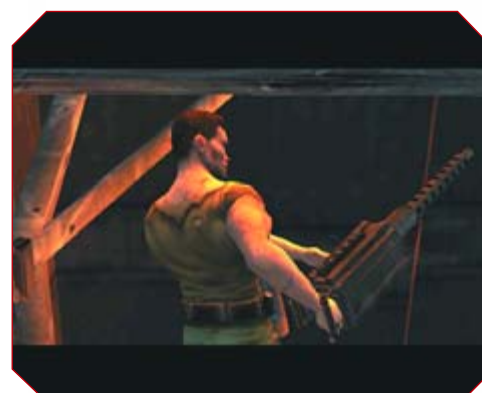
In the passage is a large squad of Tech-Com Soldiers ready to gang up on you.



For your trouble, there's a Power Cell here too.



The doorway to this passage is boarded up. You're a machine; walk through those wimpy boards.



Turn right and locate that crashed Tech-Com jeep. Approach it, and the T-850 will rip the Tech-Com Light Machine Gun off it.



Along the southern wall (near the theater) are some handy Plasma Grenades and an Energy Cell.

Level 15: Downtown Los Angeles (Revisited)



In the center of the road, snag the Power Cell when you need it.



Watch out for snipers in the open window in the northeast corner.

Skynet airborne units provide air support with occasional flyovers. Don't be alarmed; they're on your side.

NOTE



When you've had enough fun here, take the passage along the east wall, bulling your way through the boards blocking it.



Move deftly around the area, exterminating any and all Tech-Com units. The Transport won't arrive until this landing area has been scoured of enemy troops.



Eliminate the snipers in high places, too.

Objective #2: Accomplished.

Objective #3: Locate and destroy all four Tech-Com artillery batteries.



Search the gas station in the northeast corner to find a Power Cell, an Energy Cell, and Explosives.

TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE



Enter the building in the southeast corner, moving down any Tech-Com troops that try to block your way.



Venture upstairs via the ramp to the doorway's right. Up here are a bunch of Tech-Com Soldiers, a Power Cell, and a large stash of Plasma Grenades.



Return downstairs and trudge east through the building. There's another Power Cell to the right as you pass.



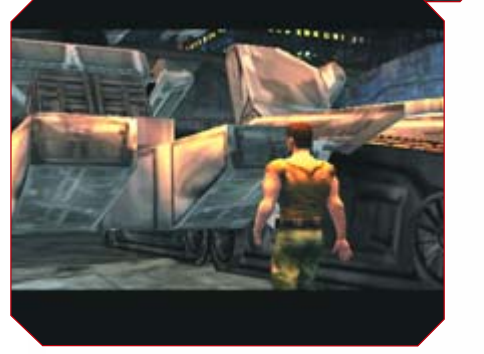
Wipe out the Tech-Com troops manning the machine gun turret in the easternmost room.



Exit the building via the door to the north, grab the Plasma Grenades, and take out the gun emplacement to the northwest.



Turn east and target the two gun emplacements atop the overpass.



To get a little heavy armor support, walk around the back of the Medium Tank. The T-850 automatically starts it. Follow the tank to the overpass.

Level 15: Downtown Los Angeles (Revisited)



Continue under the overpass, gunning down the Tech-Com Soldiers and the twin gun emplacements at the far end.



Here are the three artillery batteries defended by scads of Tech-Com Soldiers. Concentrate on the foot soldiers before unloading on these big guns.

Objective #3: Accomplished.

Objective #4: Locate the entrance to the Tech-Com base.



Northwest of the artillery, locate an Ammo Crate.



Walk south to find another Power Cell.



Next to the Power Cell is the door to the base. Enter and fire at will.

Objective #4: Accomplished.

Objective #5: Locate and Terminate Tech-Com resistance leader, John Connor.



Inspect the first floor room for an Ammo Crate.



Scale the stairs to the second floor. Clear it of enemies.

TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE



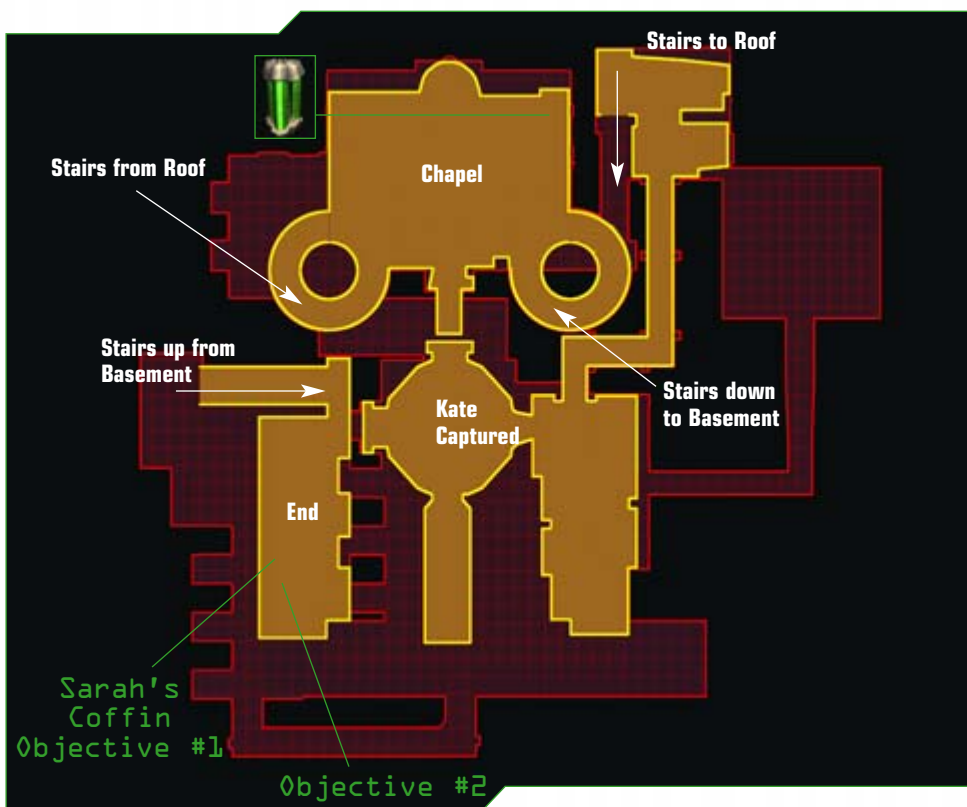
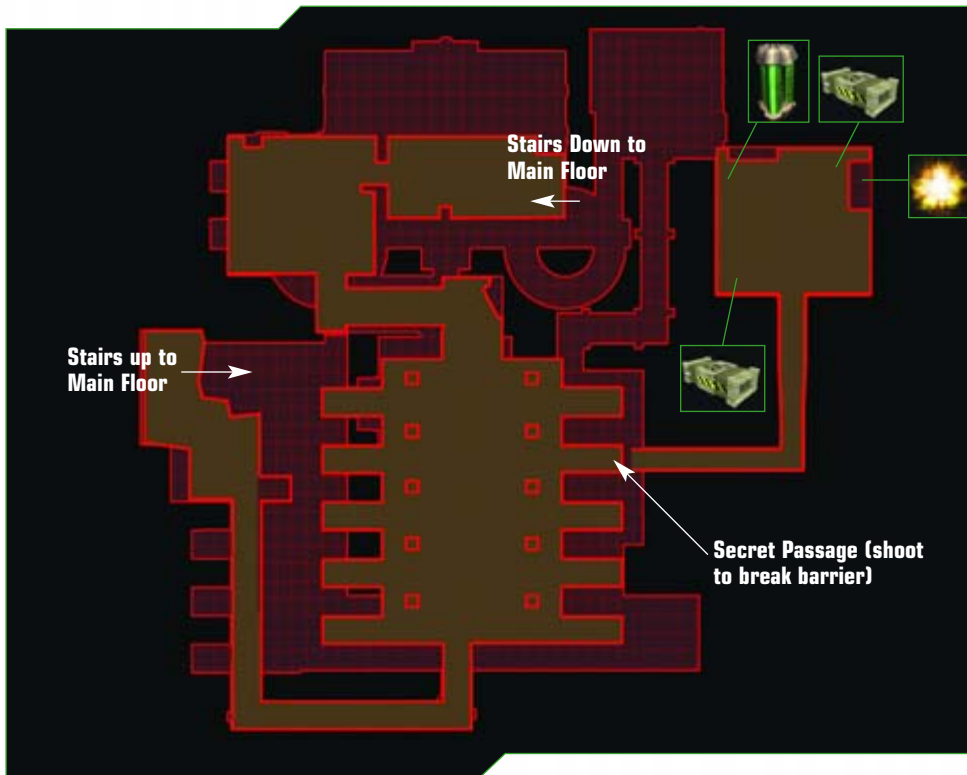
Steal the Power Cell and Energy Cell.

Climb the stairs to the roof. In the southeast corner, is an entrance to the Tech-Com base where you'll find and terminate John Connor (as he'll appear in 2032).

Objective #5: Accomplished.



Level 16: Mausoleum



Objectives

1. Locate Sarah Connor's coffin of weapons.
2. Prevent John Connor from being captured or terminated.

Enemies

- S.W.A.T.

Weapons

- Pump Shotgun
- MP5
- Hand Grenade
- Grenade Launcher

Objective #1: Search the mausoleum and find Sarah Connor's place of rest. Sarah's coffin is in a tomb in the center of the east wall on the ground floor.

Objective #2: Do not allow Connor to be captured or killed.

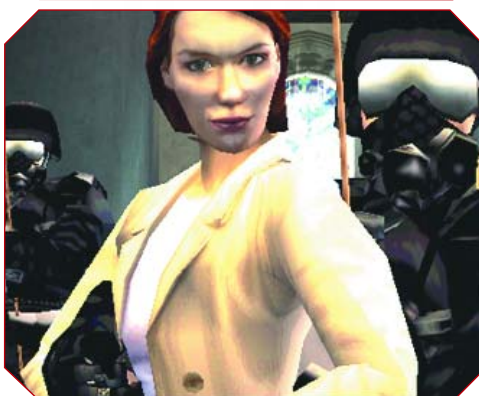
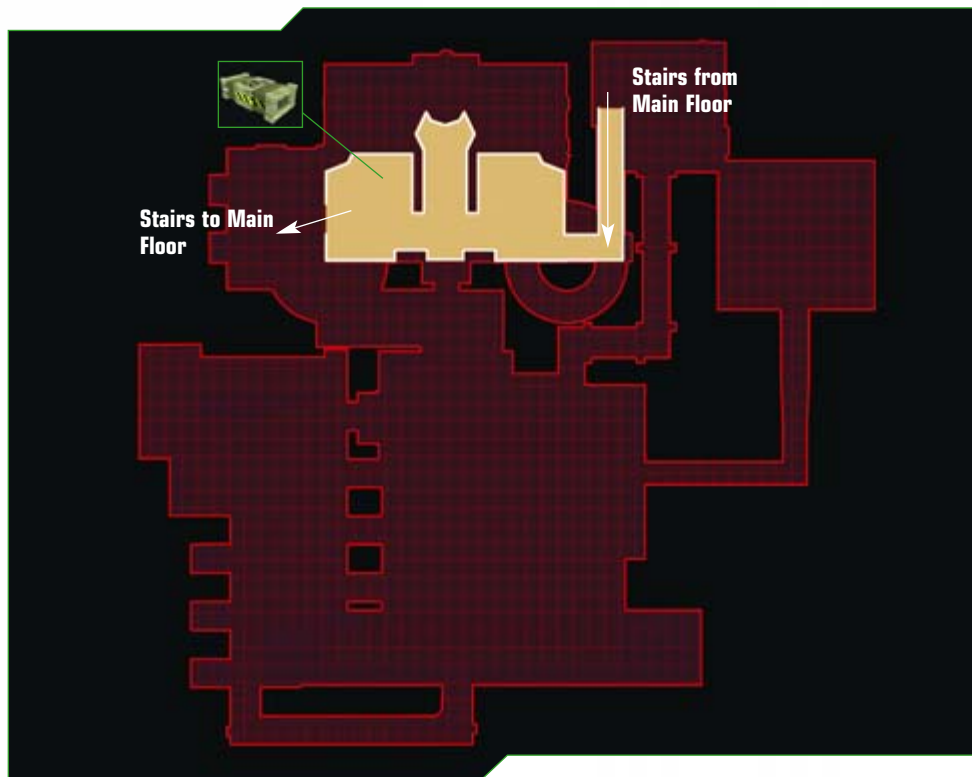
The key to this level is to clear out all enemies ahead of John's march toward his mother's coffin. He'll stay clear of enemies until the coast is clear, but it's easy for him to wander into trouble if you're not thorough enough.

The second priority is more difficult: Don't kill any S.W.A.T. troops. Eliminate their threat by disabling or frightening them. You can do this with one on-target shotgun blast (to anywhere but the head). The shotgun is the perfect weapon because it doesn't allow you to accidentally fire too much. Once a S.W.A.T. trooper is down or cowering, leave him alone and move on. If one dies, your mission fails.

TERMINATOR 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE



Walk forward into the atrium and turn right into the first room.

Kate is captured (or "rescued"); this is unavoidable. Proceed without her.

Immediately disable the two S.W.A.T. troopers in the first room and turn right (north) to continue.



Level 16: Mausoleum



A S.W.A.T. helicopter soars overhead; fire at it just enough for it to flee the area.



Follow the hall to the next room. Eliminate three more S.W.A.T. troopers and find the staircase left of where you entered.



Beyond the fountain, look to the right for an Ammo Crate.



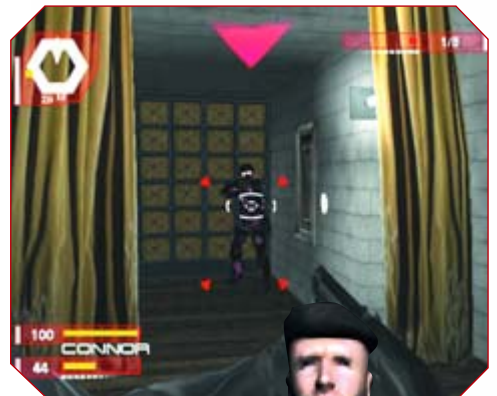
In this chapel, battle three more S.W.A.T. troopers before John arrives.



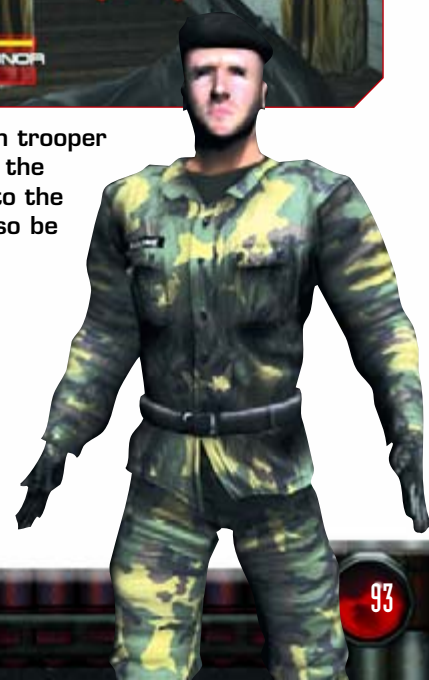
Turn right at the top of the staircase and right again to nail the first of three S.W.A.T. troopers. The other two are across the courtyard, behind the fountain.



Continue through the door to the west and down the stairs.



A fourth trooper lurks in the alcove to the south, so be careful.



TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE



A Power Cell is in the northeast corner of the room.



Turn left and follow the hall leading south.



When things are quiet, examine the wall to the left (east). Above one of the coffins is a slatted wooden panel instead of a rock wall. Blast the panel and jump onto the coffin.



Descend the stairs in the southeast corner.



Scare away the single S.W.A.T. trooper.



Blast the barrels and jump over them.



Hobble the three S.W.A.T. troopers (one to the right of the door as you enter) and proceed through the door to the west.



Level 16: Mausoleum



Continue to follow the passage to a back room, where you'll find in the southeast corner a crate of Hand Grenades (behind some barrels) and a Grenade Launcher (on the table)...



... an Ammo Crate (behind barrels in the southwest corner)...



...and in the northwest corner, a Power Cell (behind more barrels). Return to the main room.



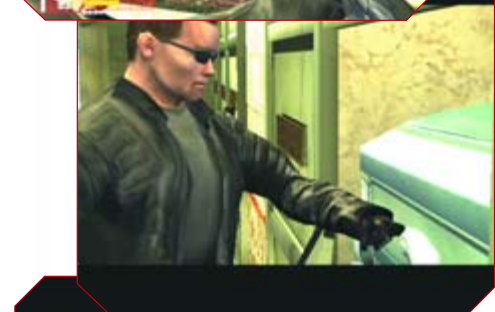
Exit via the south door and follow the hall.



All's quiet in the crematorium, so find and climb the stairs to the northeast.



You have arrived. Turn right and clear the way for John by firing on the final S.W.A.T. troopers.



When it's safe, approach the yellow-highlighted coffin and press the Use Object button. This completes both of your objectives and the level.

Objective #1: Accomplished.

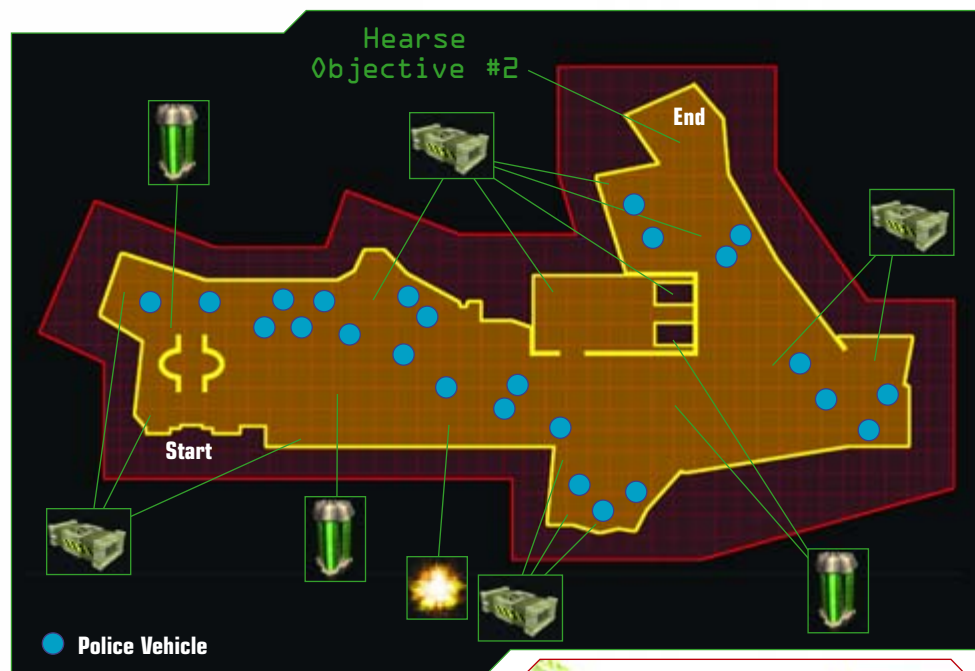
Objective #2: Accomplished.

TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE

Level 17: Cemetery



Objectives

1. Disable all police vehicles.
2. Locate hearse to escape.

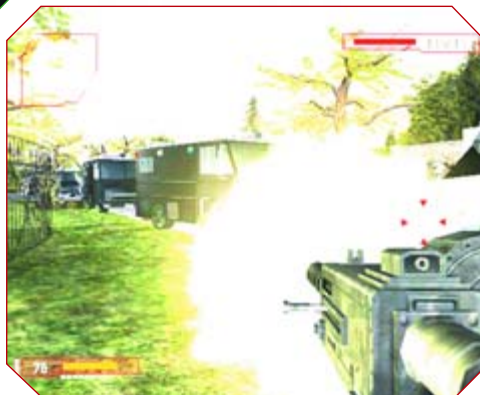
Enemies

- S.W.A.T.

Weapons

- .30 Cal Machine Gun

Objective #1: Disable all police and S.W.A.T. vehicles to prevent pursuit by police units.



The object of this level is to destroy all police vehicles as you march from this map's western edge to the northeastern edge, where a getaway hearse awaits.



Complicating the issue is a large contingent of S.W.A.T. troops determined to stop you, dead or alive. You, on the other hand, are under orders not to kill any of them; if you do, the objective and the level fail.



The .30 Cal Machine Gun with which you begin the level is well suited to destroying the 22 vehicles lining the cemetery road. Keep it armed for the duration.



Level 17: Cemetery



It isn't, however, well suited to wounding S.W.A.T. troops; it is fatal unless you're careful. Instead of worrying about how much to shoot or switching weapons, ignore the S.W.A.T. troopers, use cover to avoid fire, know the locations of the Power Cells, and use them only when you need them.

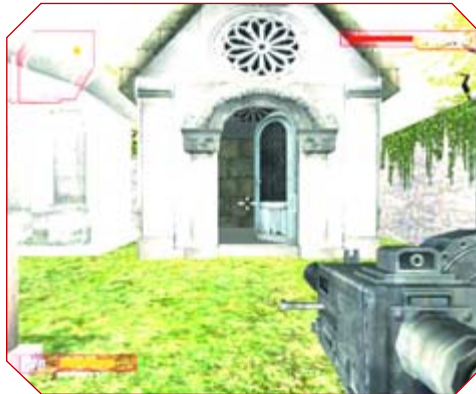
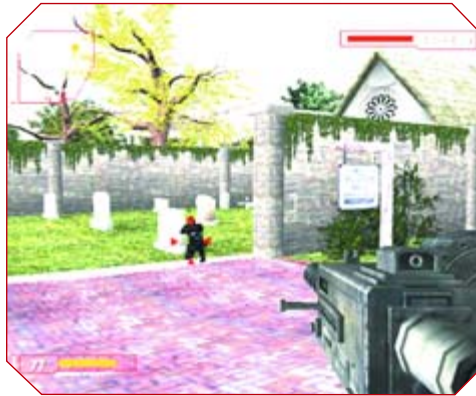
NOTE
Power Cells contain 50 points of power. Using them when your power is above 50 is, therefore, a waste.



The location of all four Power Cells and all the Ammo Crates on this level are on the map at the beginning of this Level 17 walkthrough.

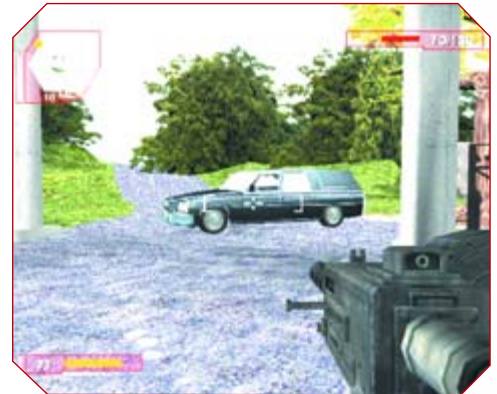


To aid you in finding the Ammo Crates and Power Cells, turn on your infrared vision full-time. The hexagonal indicators make it easy to find such objects, even in crowded or hard-to-see places.



Although it can subject you to focused and considerable S.W.A.T. fire, pay a visit to the enclosed fenced area to the north halfway down the cemetery road. Inside the two crypts are some valuable goodies.

Objective #2: Find transportation within the level that will carry Sarah Connor's coffin and John Connor.



When you reach the road's end, you'll see the hearse. If you've destroyed all the vehicles, you can walk up to the hearse, and the level will be complete. If you missed some, nothing happens; check your in-game Map Screen to see which one(s) need an additional dose of lead.

Objective #1: Accomplished.



TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE

Level 18: CRS Headquarters—Labs



Objectives

1. Acquire elevator access card.
2. Escort Kate and John to the elevator.

Enemies

- T1
- CRS Labs Hunter/Killer

Weapons

- None

Objective #1: Access card is southeast of the command center.

If either Kate or John is killed (keep an eye on their health bars in the lower-left), you fail the level. Even though they're armed, don't let them get into the heat of any battles.

NOTE



The action starts in the map's south-east corner. Step forward and turn right to find an Ammo Crate full of C4 Plastic Explosives.



Wheel around to face south and your first T1.



Rush west down the hall and turn right (east) to save some Air Force Personnel from a looming T1. Wipe out any other T1s and Hunter/Killers roving the room.



Cross the barricaded hall via the door to the north.



Level 18: CRS Headquarters—Labs



Take down some T1s and head to the western end of the room.



Return to the hall via the southwest door, mow down any opposition, and proceed west.



Turn right (north) into the second room. Puncture any T1s or Hunter/Killers inside.



Return to the hall via the southwestern door and go left (east) down the hall. Take the right (south) into the next room (the "Command Center").



Ventilate a couple of T1s and move south through the room.



On a table in the room's southeast corner, you can find the elevator access card. Approach it to pick it up.

Objective #1: Accomplished.

Objective #2: Prevent John Connor and Kate Brewster from being terminated.



TERMINATOR 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE



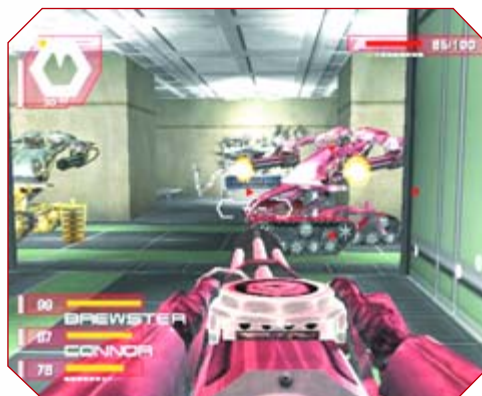
Exit via the door in the southwest corner and follow the hall as it turns north. A Hunter/Killer blocks your path.



Turn left (south) at the intersection and find the elevator at the far southern end of the hall. If you have the access card, reaching the elevator completes the second objective and the level.



Objective #2: Accomplished.



At the T-intersection, turn left (west) and face the last two T1s, which are positioned on either side of the next intersection.

Level 19: CRS Headquarters—Offices



Objectives

1. Escort Kate and John to General Brewster's office.
2. Acquire the Crystal Peak access codes.

Enemies

- T1
- CRS Labs Hunter/Killer

Weapons

- None

Level 19: CRS Headquarters—Offices

Objective #1: Escort Kate and John to General Brewster's office.

If either Kate or John is killed (keep an eye on their health bars in the lower left), the level fails. Even though they're armed, don't let them get into the heat of any battles.

TIP



The elevator lets you off in the second floor's southeast corner. You must wind around to the far west. Trudging north, through a burned-out hall, and into a large atrium.



Rough up any T1s or Hunter/Killers you see, and protect the Air Force Personnel.

If stray bullets haven't opened the doors to the southeast, northeast, and northwest in this room, you must shoot them open to pass through.

TIP



In the first room on the right is an Ammo Crate.



In the second room on the right, an Ammo Crate is inside the door to the right.



Continue through the door on the west wall, raining lead onto the T1 blocking the way. Face left as you slide through the door and detonate two more T1s.



West of the door, pocket a Power Cell.



Stroll south down the hall and pick Hunter/Killers out of the air.

TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE



Bear right (west) at the next doorway into General Brewster's outer office. Turn right (north) and enter the General's office.

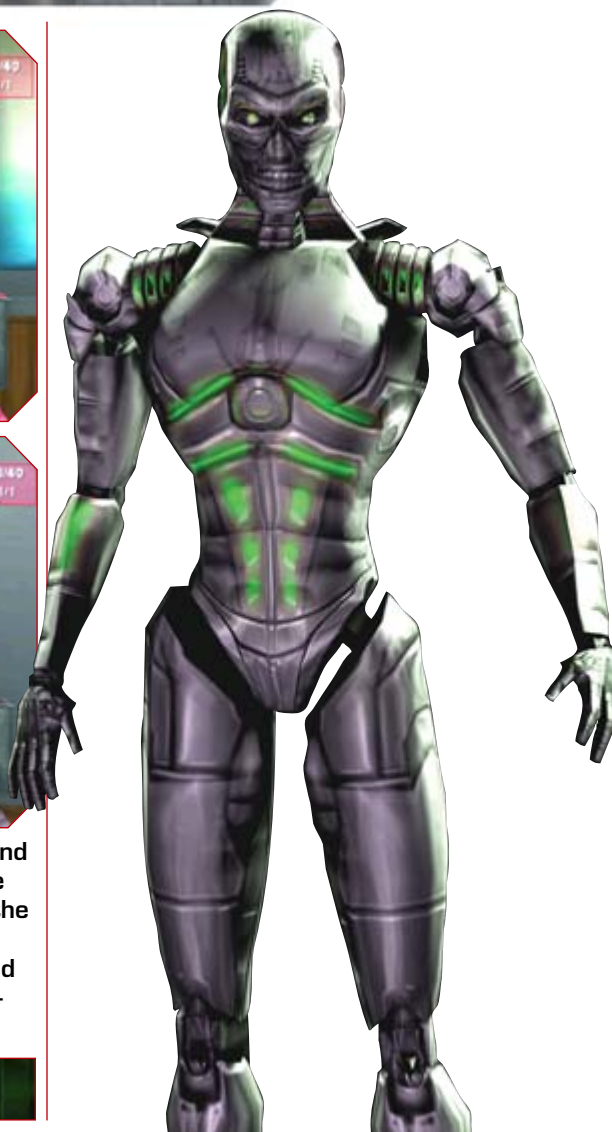
Objective #1: Accomplished.

Objective #2: Acquire the Crystal Peak access codes.



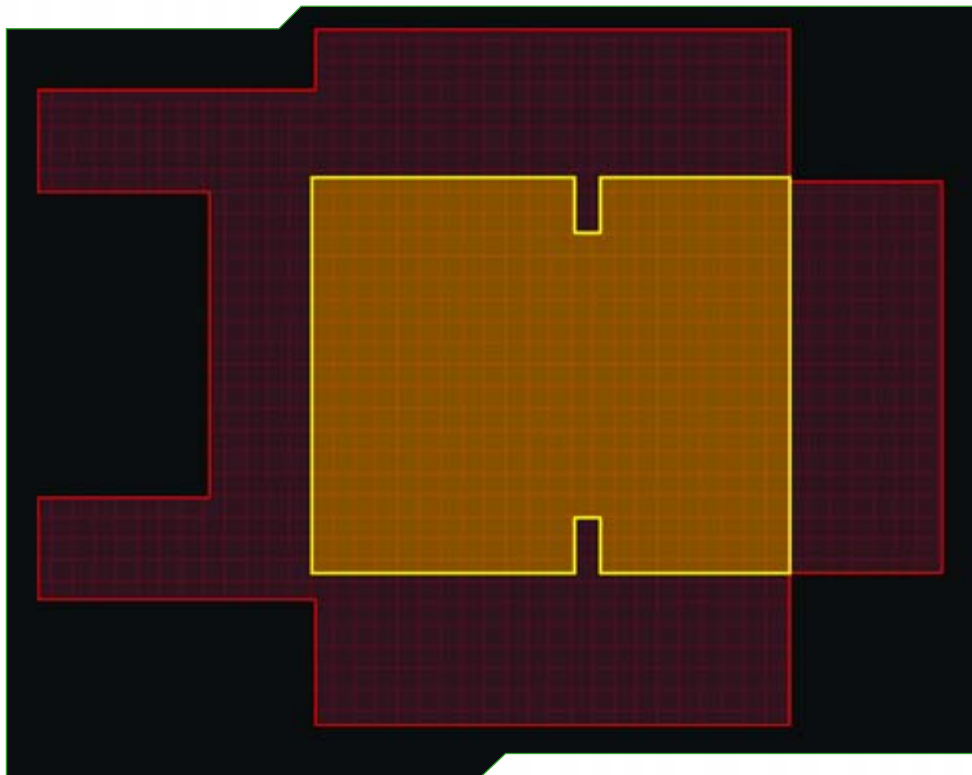
Turn to face east. You must locate and open the General's hidden safe in the room's northeast corner. Approach the medal case in the corner and press Use Object; the case slides aside, and the safe opens. With that, the objective and level are finished.

Objective #2: Accomplished.



Level 20: CRS Headquarters—Bathroom

Level 20: CRS Headquarters—Bathroom



Objectives

1. Connor and Brewster need time to reach the airfield. Hold off the T-X.

Enemies

- T-X

Weapons

- None

Objective #1: Fight the T-X to prevent her from terminating John Connor and Kate Brewster.



This time around, the venue for the Terminator vs. Terminator fight is indoors. For a bathroom, it's spacious, but for a fighting arena, it's confined. You won't be able to get far apart if you need to catch your breath.



As her mission has worn on, the T-X has become hungrier and more tenacious. If possible, she even seems faster.



TERMINATOR 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE



She also gets right to the...um...point.



Add to her arsenal two new attacks. The first is a flamethrower assault that does massive damage from close range. She grabs onto you, pushes you down, and sprays you in the face with a fiery blast. The defense: Don't let her execute a grab. After it begins, though, you're charcoal.

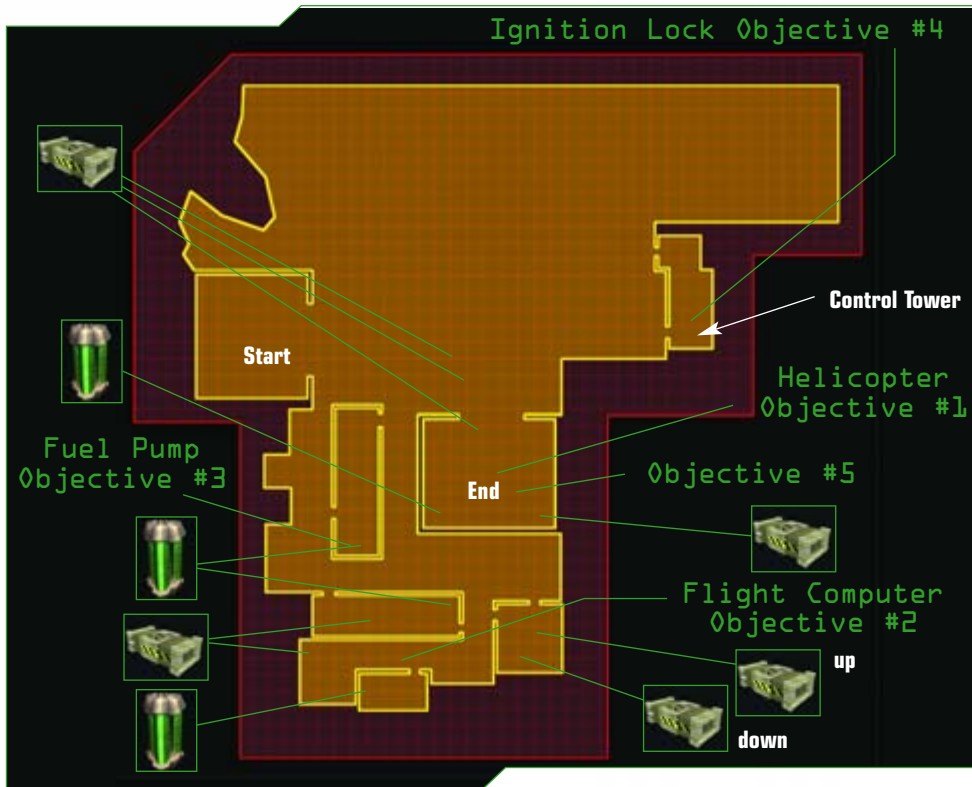


The other attack also arises from a grab. Instead of a flamethrower, she converts your hand into a electrified spike. It hurts a ton and scrambles your logic circuits. Avoid the grab, and you'll never see this one.



When the T-X is drained of power, the fight ends.

Level 21: CRS Airfield



Objectives

1. Acquire helicopter.
2. Replace flight computer.
3. Replace fuel pump.
4. Destroy control tower computers to disable remote ignition lock.
5. Repair the helicopter.

Enemies

- T1
- CRS Labs Hunter/Killer

Weapons

- Skynet SMG
- MP5 SMG

Objective #1: Located on the far side of the airfield is a helicopter you can use to catch up with Connor and Brewster and intercept them before the T-X terminates them.

TIP Several power-ups are scattered throughout the level in nonessential areas; the walkthrough doesn't mention these. Consult the map in this walkthrough for precise locations. Be on alert for T1s and Hunter/Killers in these places.



Rush out of your hangar into the next hangar east of your position.



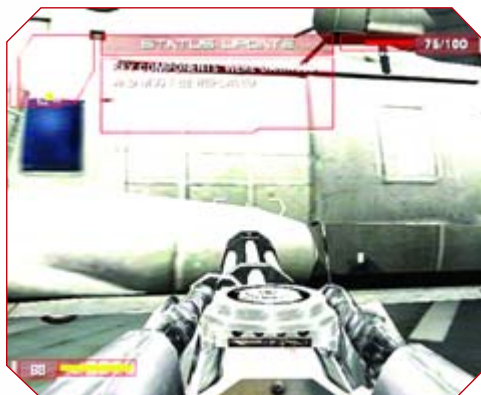
When you arrive, several soldiers are engaged in a firefight with a Hunter/Killer and two T1s inside the helicopter hangar. Give the soldiers a hand.



TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE



Approach the helicopter. Unfortunately, it's not operational. Fortunately, the parts and tasks you need are nearby.

Objective #1: Accomplished.

Objective #2: Locate an onboard flight computer for the helicopter.

Objective #3: Locate a fuel pump for the helicopter.

Objective #4: Destroy the communications hardware within the control tower to disable the remote ignition lock on the helicopter.



In the southwest and southeast corners of the helicopter hangar are, respectively, a Power Cell and an Ammo Crate.



Let's take them in order. Turn left (west) as you exit the helicopter hangar and left (south) again to move between buildings.



At the T-intersection, whack the two T1s to the right and a third to the left.





Turn right (west) at the T-intersection and enter the first door on your left.



Puncture the T1 inside the door and turn left.



There's an Ammo Crate under the stairs left of where you entered.



Climb the stairs to the catwalk above the room and follow it down another flight of stairs where the flight computer awaits; approach it, and it's yours.

Objective #2: Accomplished.



Climb the eastern stairs and follow the second catwalk around and down another flight of stairs. Under the stairs, pick up or note the Power Cell.



Exit the door in the southeast corner and turn left (north).

TERMINATOR[®] 3

RISE OF THE MACHINES[™]

PRIMA'S OFFICIAL STRATEGY GUIDE



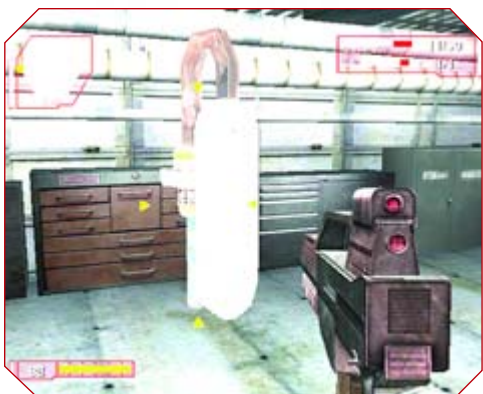
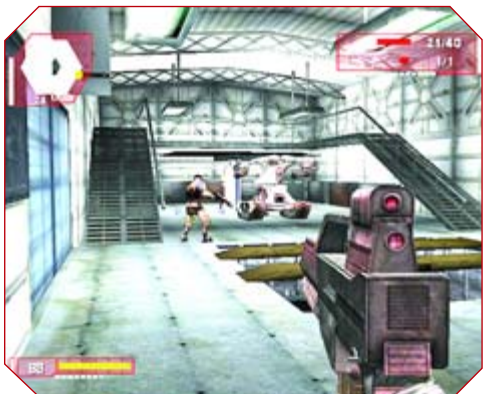
Turn left (west) at the first corner.



Turn right (north) at the next corner.
Knock out the T1 standing in your way.



Enter the first door on the left.



Pound the T1 as you enter, then turn left to walk to the building's south end. Hit a second T1 unloading on an unfortunate soldier.



At the far-south end, highlighted with a yellow indicator, is the fuel pump. Approach it to acquire it.

Objective #3: Accomplished.



Left of the fuel pump is a Power Cell.



Go out the way you came in and walk straight ahead, past the helicopter hangar.



Follow the chain-link fence to the left (north), and then right (east). The building straight ahead is the control tower and the site of your next objective.



Enter the control tower by the southernmost door. On your right as you enter is the yellow-indicated piece of communications hardware. Blast it and return to the helicopter hangar.

Objective #4: Accomplished.

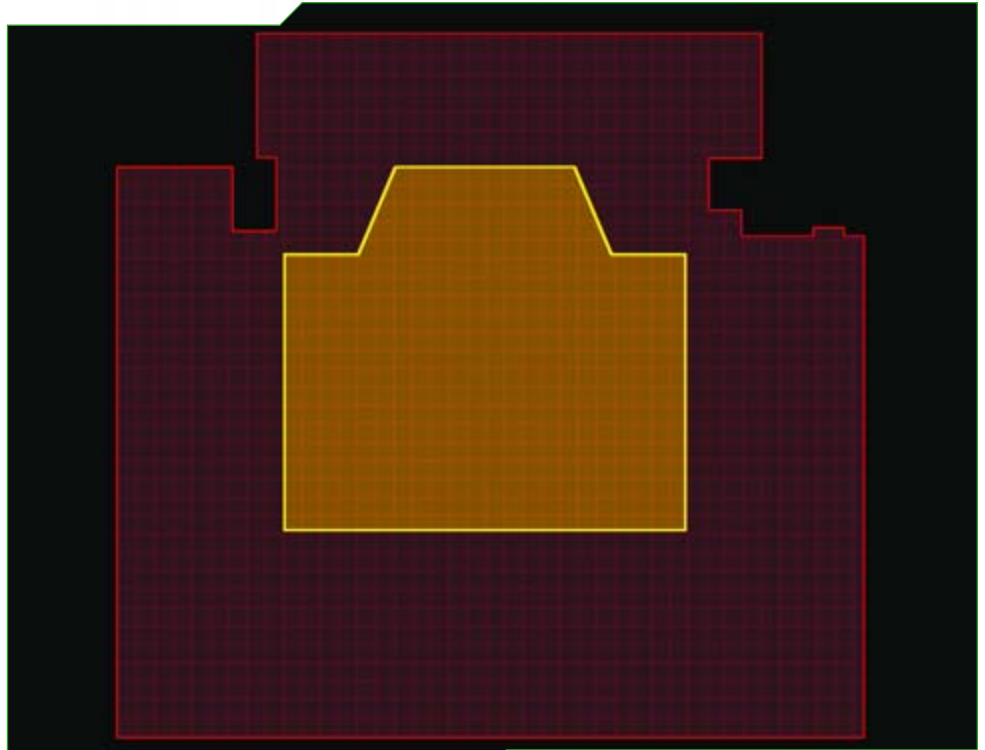
Objective #5: Repair the helicopter.



When you return to the helicopter with all three tasks (four objectives) completed, the T-850 automatically repairs the helicopter. With that, the objective and the level are complete.

Objective #5: Accomplished.

Level 22: Crystal Peak



Objectives

1. Hold off and destroy the T-X.

Enemies

- T-X

Weapons

- None

Objective #1: Hold off and destroy the T-X to allow John Connor and Kate Brewster access past the Crystal Peak blast doors to destroy Skynet.



Without her outward human appearance, the T-X is even more frightening.

TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE



The newfangled T-X, with her inner machine exposed, is even quicker than before and can utilize her complete array of combos. This'll be the toughest fight yet.

Defeat the T-X by reducing her power to zero, and Kate and John will be able to complete their mission. Good work, machine!

Objective #1: Accomplished.

CHEATS

Cheat codes are among the most coveted information about any game. Have we got 'em? Yep.

To enter a cheat code, go to the Options menu and select Cheats. Using your joystick and the buttons shown at the bottom of the screen, enter the complete code. If you get it right, the name of the code will appear. If it's wrong, you'll see "Invalid Code."

Once entered, a code can be deactivated only by restarting your game console. After restarting, the game will be back to normal, and you must reenter any codes you still wish to activate.

Cheat

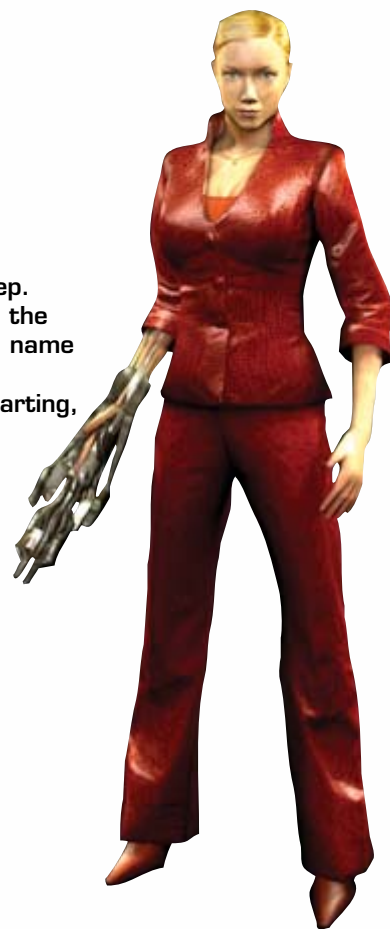
All Future Weapons
All Present Weapons
Centipede
Invincibility
Missile Command
T-850's Fight Hit Points Increased 50%
T-850's Fight Hit Points Reduced by 50%
T-X Hit Points Increased 50%
T-X Hit Points Reduced by 50%
Unlimited Ammunition
Unlimited Continues
Unlock All Exclusive Movie Scenes
Unlock All Game Scenes
Unlock All Levels
Unlock All Stills
T-X Endoskeleton in Every Fight
Undetected (Invisibility)
Quadruple Damage
Mission Complete

PS2

X,X,X,△,●,●,■,X
 ●,●,△,■,X,△,△,■
 ●,●,●,■,■,△,■
 ■,■,X,△,X,●,X,●
 ●,●,●,■,■,■,X,X
 △,△,■,X,●,△,■,●
 △,●,X,△,*,
 ■,△,■,△,●,X,●,X
 X,△,■,●,△,X,■,△
 X,△,△,△,X,●,X,■
 ●,△,●,X,■,△,X,■
 X,X,△,△,●,●,■,■
 △,●,■,X,X,X,△,●
 ●,●,●,■,■,△,△
 X,■,X,■,●,△,●,△
 △,■,△,X,△,△,△
 ■,●,●,■,X,X,△,■
 △,△,△,△,■,X,●,■
 ■,■,△,●,●,X,■,△

Xbox

A,A,A,X,B,X,B,B
 N/A
 A,B,B,B,X,V,B,A
 V,X,B,B,A,A,B,X
 A,B,B,X,V,A,B
 A,V,A,V,*,
 B,V,A,A,*,
 B,X,X,X,B,A,V,A
 B,B,X,X,X,B,A,V
 X,A,V,V,V,A,X,B
 B,B,X,B,B,A,V,A
 B,B,B,A,X,V,X,V
 B,B,B,X,B,V,B,B
 X,V,V,X,B,A,A,B
 N/A
 X,B,X,A,A,V,X,X
 N/A
 N/A
 N/A



*",,,,,," means you leave the remaining spaces blank.

SPECIAL FEATURES

Special Features are treats—special benefits for you as a player of this game. Some are available the first time you start your console, but many must be earned by playing the game. This chapter tells you how everything is unlocked.

Special Features can be accessed via the main menu.



The main menu.



The Special Features menu.

The Special Features menu is broken down by category:

- **Movies**
- **Stills**
- **Atari Games**
- **T3 Redemption**
- **Credits**

Movies



The Movies menu

Movies come in several categories:

- **In-game CG scenes:** unlocked as viewed in the game.
- **Movie scenes:** unlocked as viewed in the game.
- **Exclusive movie scenes:** See following description.
- **Behind the scenes:** always unlocked.
- **T3 DVD trailer:** always unlocked.

Exclusive Movie Scenes



The Exclusive Movie Scenes section.

These bits of unreleased footage are unlocked by completing designated levels:

- **Sergeant Candy:** Level 1, Tech-Com Base
- **Bonus Footage 1:** Level 17, Cemetery
- **Bonus Footage 2:** Level 18, CRS Headquarters—Labs
- **Bonus Footage 3:** Level 20, Bathroom

Stills



The Stills menu.

Stills come in three varieties:

- **Story boards**
- **Production shots**
- **Concept art**

Stills are released at a rate of three per level for the first 18 levels and then one per level after that. Finally, upon completion of the last level, the rest of the stills are unlocked.

In other words, to see all stills in all categories, you must complete all levels.

Atari Games



The Atari Games menu.

Two Atari games, Missile Command and Centipede, are unlocked by finding and activating them in the game. This can be done on any difficulty level.



TERMINATOR® 3

RISE OF THE MACHINES™

PRIMA'S OFFICIAL STRATEGY GUIDE

Centipede



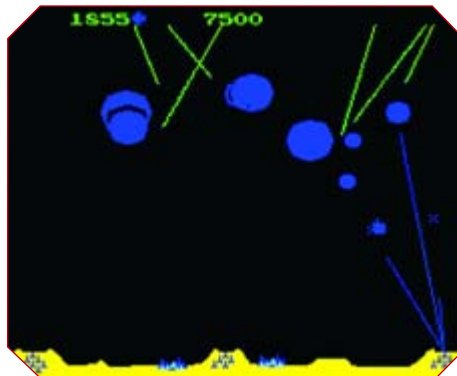
Centipede

Centipede is found in Level 13 (Vet Hospital). To activate it, approach any computer in the vet's office and press the Use Object button. Once the game is activated, it'll be thereafter available in the Special Features menu.

See the Walkthrough for full detail on the game's location.

NOTE
Finding these games isn't enough; you must successfully activate them by pressing the Use Object button. Once you've done so, there's no need to play the game any more at that point; it will now be accessible via the Special Features menu.

Missile Command



Missile Command

Missile Command is found in Level 7 (Hollywood). Near the end of the level, you'll find an arcade game version of *Missile Command* among the rubble in a storage room. To activate it, approach it and press the Use Object button to begin a game. Once you activate the game, it becomes available in the Special Features menu.

See the Walkthrough for full detail on the game's location.

T3 Redemption and Credits

These items are not locked and are available any time.

